Earthwild

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Table of Contents

Legal Disclosures **1**
Table of Contents **2**
Introduction **4**
LatLng{42.3573194,-112.4708175} **4**
Foreword 8
Thank You Bungie 9
What Is All This? 9
What Is Destiny? 9
Lexicon 12
Chapter 1: Characters **17**
What is a Lightborn? 17
Ghosts 18
Character Creation 19
Attributes 25
Skill Kits 28
Progression **32**
Chapter 2: Classes, Subclasses, Elements **34**
Classes **35**
Subclasses 35
Aspects and Fragments 36
Abilities 36
Subclass Abilities 37
Hunter 39
Hunter Subclasses 43
Titan 55
Titan Subclasses 58
Warlock 70
Warlock Subclasses 73
Elements 85
Arc 87
Solar 93
Stasis 99
Strand 105
Void 111
Prismatic 117
Chapter 3: Mechanics **122**
Resolving Actions 122
Gear 125
Installation and Salvaging of Modifications 138

Gambits 140
Handling a Gambit 142
Example Gambit Setups 143
Gambit Excerpt 143
Chapter 4: Combat **146**
Action Phases 146
Action Order 148
Choosing Targets 148
Zones 149
Movement 152
Player Actions 154
Taking Damage 157
Loot 160
Combat Excerpt 161
Chapter 5: Running The Game **163**
Themes 163
Canon 163
Time 163
Encounter Design 168
Storytelling Combat 172
Adversaries **177**
Adversary Actions 177
Factions 177
Keyword Reference 222
Abilities and Weapons 222
Common 225
Cabal 228
Fallen 228
Hive 229
Taken 230
Scorn 231
Vex 231

Introduction

LatLng{42.3573194,-112.4708175}

Three figures crouch at a ridge line, tucked in between the thin trunks and sparse branches. In a better time, according to records, this desert valley was filled with blooming trees and endless fields of flora. Today, those terraforming mechanisms have long since stopped working and nature was hard at work restoring its own order. More dust, less trees, no flowers. They've been dug into their position, watching and waiting for their payoff. They're also…

"Bored," the hooded one speaks, picking idly at his cloak as his eyes dart back and forth over the same hills, the same reservoir, the same dead trees and dust that he's been stuck looking at for the past 2 days.

"Tough," the robed one replies. She leverages the disruption to adjust her bond, her posture, and that growing knot in her back. "The less interesting this is, the better it is for the caravan."

"Movement." the stoic one warns, their mark twisting slightly in the breeze, "They're coming in low. Two skiffs from the northwest with cloaks engaged."

The Hunter shifts like a leopard waking from a nap, pushing his cloak to the side and sliding prone to face the rumored drop site. A well-weathered long rifle materializes into his waiting hands, just as taut and spindly as the tree he's under. He takes a slow moment to check the scope alignment before putting his eye to the sights and ranging the inbound spacecraft. "There's still nothing out there for them unless they started scavenging rocks," he remarks with flatlining enthusiasm.

"*The rocks aren't even that interesting. Just some phosphates and transition metals barely worth mentioning.*" The ghost's voice chimes in as her deep violet, geode-like shell appears in the space above the Hunter's shoulder. "*Why wouldn't they just scrap one of the near-by cities?*"

The Warlock shifts her gaze from the approach vector to the reservoir. "Now that's a question worth answering, Digger. That's why we're here", she answers to the Hunter's ghost.

Digger twists her shell a few degrees at the acknowledgement, the meager light catching numerous chipped facets in motion, and floats back to the Hunter's now balled up waiting hand, bumping it lightly and spiraling her shell as he fans his fingers out in a mock explosion.

The Warlock let the moment settle before continuing, "Smoke, I need the recon overlay from yesterday. We still haven't accounted for the energy signatures. We need to know what they are."

The flat-gray shell of a second ghost fades into view above the Warlock's open palm, "*I had some time to do additional analysis. The energy signatures aren't networked to any other emissions in the area and their output is nearly constant when localized turbulence is accounted for.*"

A cube of dark, dull metal manifests obnoxiously within Smoke's personal space. "*In other words, you don't know what they are. Fallen tech still too much to handle?"* the newly apparated ghost quipped.

The thick square shell reverberates with a heavy tone as the Titan gives their ghost a solid flick with a plated gloved hand. "Play nice, Anvil. Same team." Their gaze follows the barely visible distortions in the air as they pass overhead and halt in a hovering position over the remnants of the reservoir they've been staking out. "Let's just see what our four armed friends are up to."

A faint lance of energy emits from the position of the Skiffs and fades into the depths of the reservoir. A moment passes and nothing happens. The Skiffs resume motion northward and their visual signature is almost immediately lost amongst the clouds. The Hunter nudges Digger away from his scope as he scans the area again. "That's it?"

"There are 4 additional energy signatures," responds the Warlock.
"*No other environmental anomalies or changes,*" adds Smoke.

"Alright. Plan B." The Titan stands with a flexing motion, manifesting their hand cannon into being and nodding towards the Hunter, "You're not the only one who's done waiting."

Three figures stand at the edge of an ancient reservoir bordered by Golden Age ruins with weapons in hand and their ghosts flitting quickly between the remnants of the foundations.

"*They put the crates in the lake,*" observes Digger.
"*Definitely the source of the energy signatures,*" confirms Smoke.
"*I don't get it,*" gripes Anvil.

"Neither do I. What's the advantage in storing these at the bottom of a lake? They've got flight capable ships. They've got far better hiding spots," the Warlock ponders as she kneels down at the edge of the water.

"Oh. I get it. They're fishing." the Hunter sighs over his comms, his body instinctively in motion towards cover.

"Fishing?" asks the Warlock.
"*We don't have any evidence of aquatic wildlife in this body of water,*" finishes Smoke.

The Titan jerks their head back to the northwest and they will a solid, two meter high translucent wall between themselves and the inbound assault craft. “We’re the fish! Eyes up!” they yell as they brace against their barricade.

The ghosts vanish in wisps of Light as four Skiffs drop their cloaks and unleash a barrage of Arc energy from their forward guns. The opening salvo impacts the beach and splashes into the barricade as the Warlock scatters for cover of her own. Howls of conquest erupt as the deployment chutes mounted to the rear of the Skiffs begin to eject a swarm of Fallen raiders. A score of Dregs and Wretches hit the ground first and scatter into a ring around the fireteam. The second wave follows soon after, Vandals flanked by Shanks forming a second layer at a distance. Shots fill the air and the barricade chips and cracks at the incoming fire. The Titan leans out and responds with several resounding hand cannon blasts, ducking back to cover just as wire rifle bolts start to punch holes in their makeshift defense.

Ether bursts from a collapsing Vandal form as the Hunter’s sniper rifle sends flares of Solar energy towards the Fallen from his position amongst the remnants of the concrete foundations. A fist sized globe of intense cerulean light arcs into the middle of the charging Wretches. There is a brief pause before it lashes outward with a chain of Arc energy that shocks and scatters the Fallen foot soldiers, their spears sparking with overloaded energy and dropping to the ground alongside them.

“Get out of there!” The Warlock yells as she braces her autorifle and unleashes a long burst into the advancing line. Several shots catch armor and carapace without dropping any of the raiders but it’s enough to clear a small gap for the Titan.

<Angry Eliksni Noises> One of the Skiffs lurches as the imposing form of a Fallen Captain clambers down from the deployment tube of a particularly laden skiff. Six mechanical legs disengage from the skiff’s chassis and the massive form of a Walker pin-wheels to the ground with a thunderous impact that swallows the sound of the battle. Atop the turret of the Walker, the Captain points two of their four arms towards the Lightborn and bellows a battle cry. The hail of gunfire resumes, punctuated by a blast from the Walker’s main turret, its projectile shattering concrete and sending debris into the air.

The Titan tosses their hand cannon aside, its shape dissolving into transmat particles and shifts their footing as the heft of a long tubed rocket launcher materializes in their hands. They only need a moment to line up the shot and then there’s a fierce burst of propellant followed by tense silence. The Captain hurls themself from the top of the Walker with a rage filled roar, trading places with a violently expanding wave of smoke, shrapnel, and Void. The Walker answers with its twin Arc turrets spinning to life, finally scattering the failing geometry of the Titan’s barricade, and continuing through, ripping a dozen holes through the Titan’s already battered combat armor. The launcher falls out of a lifeless hand and drops to the dust.

The Warlock hurdles the shattered pieces of concrete and dashes towards the corpse of the Titan. “Covering fire!” she shouts as she slams her foot into the ground and a pool of Light ripples out underneath her. “Anvil, I’ve got you covered. Get them up!”

Anvil’s dull cube-like form phases in behind the Warlock and his shell components expand and whirl around his central core. A halo of energy twists around the Titan’s body and it shocks back to life, flesh regrowing, and armor re-knitting. The Warlock reaches down and pulls the Titan to their feet just as the flash of the Walker’s targeting laser focuses the center of her chest.

The Titan and Warlock both flinch as a burning, gold-hot knife passes between them and wedges deep into one of the Walker’s sensor clusters before its main cannon can discharge. The Fallen’s high-explosive round whistles past their shoulders, close enough to tear a piece off the Warlock’s Bond, and they recover just in time to see one of the Walker’s leg plates blossom in flame and spiral away into the dirt, the underlying armature collapsing in a shower of sparks and wrecked metal.

“Time to go!” The Hunter slings his rifle over his shoulder, fingers still burning with lingering Solar energy, and leaps down from his perch, the sleek form of their Sparrow rapidly self-assembling underneath him. The moment of confusion is long enough for the Titan and Warlock to follow suit, each mounting up and laying into the throttle as hard as possible.

Three figures cling to their Sparrows as the dust wake rises up to meet the desert sky. The raiding party raises their weapons and voices to the sky in triumph.

The House of Peaks carves another Fallen victory into the history of the Dark Ages.

Foreword

I have loved Destiny since the moment I touched it. Half of it is logical: It looked great on the PS4 that my friends got for my wife and I as a wedding present (Thank you, to all of you, I wouldn't be writing this now if you hadn't twisted my arm). The gunplay was miles ahead of any other first person shooter I'd played at the time. The classes were natural. The characters were people. I *got* the Hunter. Scout rifles rule. <List continues>

The other half is raw emotion: It brought my friends together for many nights of struggle and joy. Its stories filled my heart with hope and dread. It ignited a love of cosplay in both myself and my wife that resulted in an invite to the Destiny 2 launch party in LA. I was furious when Ghaul kicked MY ghost off of his flagship. MY GHOST. I cried when we lost the characters and the people behind them to time and circumstance. As I sit here and write this, all of that is rushing back again and it reminds me why I'm doing this.

Destiny has been a part of my life since 2014. Relatively speaking, that's a short time compared to one of my other great loves: role-playing games. That love is decades old and has shaped my life in immeasurable, foundational ways. I'm publishing this book now after 5 years of brainstorming, play testing, success, failure, tears, and laughter.

A long while ago I was on Titan, deep in the bowels of the New Pacific Arcology and there was a moment of clarity. For some time I had become reluctant towards the necessity of handling every problem by shooting it in the face and during one of these firefights, a gesture was extended by one of our enemies. One Captain of the Fallen made a simple gesture that meant "let's try being something different". It was a small thing wrapped in personal peril and vulnerability and it could have been overlooked if I was only concerned about aiming down my sights. Millions of people had that moment and it meant something different to each one that experienced it. Time moved on and that story grew and blossomed into one of my most cherished storylines ever. That inflection point changed me and I knew I needed to figure out how to tell Destiny stories of my own.

That's my Destiny story. Now I'm writing a book and giving it to you so that you can find your moments, stories, laughter, tears. Eyes up, Guardians.

Written with love,

Bryan Buschmann

aka TorchDragon, Exo Hunter

Dedication

When this project started, it was at a table surrounded by friends who believed enough in me to spend their time messing around with nothing more than a dream. One in particular was more than willing to lift me up in this endeavour even though he really didn't have much stake in Destiny personally. That early support snowballed into a confidence that continues to the publication of this project. I never imagined that he wouldn't be with us to see the end result. Fuck cancer. Through your ordeal I learned a lot about persistence and strength and again those lessons are making Earthwild better. I couldn't have asked for a better friend and mentor. This book is for you Rusty. We love you and miss you.

Thank You Bungie

This book exists by and for your grace, I am but a simple gardener here. For every bright moment I've encountered while working on this project, it's because of the world that you created at the start. For the ease that I've had building out the rules and mechanical interactions, it's because of the strength of your design language. For every player that tells me "Wow, this feels like Destiny!", it's because of your consistent vision and dedication to your product. These words are easier to write because of the strength of Destiny's soul. I humbly thank each and every person who contributes to the universe in all its many facets.

What Is All This?

This is a book about telling stories. Specifically, this is a book about telling Destiny stories. These are stories about characters thrust into a world on the edge of survival, of people clawing to keep from slipping into the abyss at the end of the universe. These stories will contain heroes and villains, victims and saviors, power and sacrifice. These will be your stories.

This book details a role-playing game system crafted to extend the Destiny universe onto your table. The Storyteller, one of the players, will act as a guiding voice and source of interesting complications for the other players, aka the Fireteam. Everyone will use their wits, choices, a lot of 12-sided dice, and collaboration to overcome the adversities in a world wrecked by the Collapse. This book will give you the information you need to answer the questions about running a game.

What Is Destiny?

Destiny is a first person shooter video game produced by Bungie, Inc with an extensive amount of content. Earthwild was designed for fans of Destiny and those with some familiarity to the general themes and content of the game. The lore of the world of Destiny is beyond the scope of this volume but there are several sources available to reference. Over a decade of characters, locations, twists, and turns have been released and this system is designed for your table to pick up any of those details and run with them in your own stories. For more details on the lore and characters of Destiny, take a look at the following:
<<TBD, references for Grimoire products, wikis?, Byf's video?, etc.>>

Play Excerpt

Here's an example of what you can expect during a session of Earthwild. This excerpt includes the Storyteller (ST), and Fireteam Spearpoint consisting of Hal (a Hunter), Tara (a Titan), and Wes (a Warlock). The terms and rules mentioned here can be found in Chapter 3: Mechanics (pg. XX) and a short description of commonly used terms can be found after this example scene.

Storyteller (ST): “That parley didn’t go as planned and you find your fireteam escorted from the Warlord’s stronghold. Without her backing, anything you do in her territory is going to come with outright hostility. You’re going to have to do something to smooth things over if you’re planning on staying in this area for long.”

Wes: “Locating that Braytech archive is going to take time and it’s going to be a lot harder if we have to deal with goons breathing down our necks.”

Tara (as Wes’s Warlock’s Ghost): “Next time don’t tell her she’s an idiot, maybe?”

Wes: “Well, that’d be easier to do if she weren’t an idiot.”

Hal: “I managed to sneak onto his network while you were, ah, negotiating. She’s critically low on components for his hydroponics systems and I think I know a place where we can get them.”

ST: “You know there’s an old Golden Age city not too far off from here and your fireteam has decided to head there and dig up some parts. After some travel on your Sparrows, you wind up on the outskirts of a ruined city. You saw some Vex constructs on your way in and you’re not quite sure what you’re looking for so let’s say this is just a Downtime Scene that accounts for roughly 2 hours. You’re on Vex turf and they’re not fond of visitors, but right now they don’t even know you’re there. There’s overgrown city ruins that none of you have experience with. If you find enough scavenged equipment, you can get back into the Warlord’s good graces.”

Tara: “And if we don’t find enough?”

ST: “Then she’s not going to be happy.Tara, how are you contributing to the scene?”

Tara: “I’m on overwatch. I’ll leave sifting through the garbage for the two of you. I’m going to find the tallest building in the area and set up a perch.”

ST: “Great. Getting into place won’t be a problem, but actually spotting things before they’re trouble will be your contribution. Let’s make that an Awareness roll with Discipline. Hal?”

Hal: “Wes is going to know what exactly we’re looking for but we can’t search every single building on the timeline we have. I’m going to hit the streets on my Sparrow and try to narrow us down to a smaller number of places to search.”

ST: “OK, these streets aren’t exactly in great condition so getting your Sparrow around is going to be tricky.”

Hal: “I can handle it. Would Piloting with Mobility work?”

ST: “Absolutely. Alright Wes, what are you looking for?”

Wes: “Never been in this city before, but infrastructure is infrastructure. Once I get some targets from Hal, I’m going to rapidly dismantle a whole mess of their plumbing and climate systems. I can sort through the details later, right? Oh, and I don’t care about leaving a mark so I’m going to use some Solar energy to really cut stuff up.”

ST: “Sounds good. You’re going to add some Flair to your roll as well?”

Wes: “Yeah, we’re going to stir things up regardless. Better to be fast than quiet, I think.”

ST: “Alright, that’s going to be a Mechanics and Strength roll.”

Wes: “Not Intellect?”

ST: “You said fast and messy, right.”

Wes: “Yeah, that’s fair.”

ST: “Everyone roll and let me know how many Hits you scored.”

Tara: “2 Hits.”

Wes: “Also 2.”

Hal: “I’m throwing 2 Glimmer into the roll for another 2 Handling. I spent a bunch of time last night tightening the grav converter. … and only 1 Hit. So much for that extra polish.”

ST: “Alright. So everything starts out easy enough. You find a couple candidate sites and Tara gets into position. Wes starts loading up both his and Tara’s Sparrow with salvage as Hal keeps an eye out for future scores. You’re almost done with a sizable load when Tara spots a Conflux flaring to life and Harpies materializing into search patterns. Getting out without a fight means dropping almost all of the salvage you’ve collected so far. What are you going to do?”

Wes: “We can’t go back empty handed.”

Tara: “You know I have no problems wrecking the Vex.”

Hal: “We’ve had worse plans. Let’s do this.”

The Downtime scene ends and the Storyteller moves into a Combat Scene to resolve the incoming Vex forces. Take a look at the Combat Excerpt (pg. XX) to see how the fireteam turned out.

How To Use This Book

Chapter 1 introduces you to your role in the story, the Lightborn. You're presented with the basics of being a Lightborn and guidance for how to build a character. Read through this section to learn about what questions you'll need to answer about your character before you start to play.

Chapter 2 contains details for all of the Classes, Subclasses, and Elements. Skim this section to help make decisions about what you'll want to play and reference this section for all of the nitty-gritty on how Abilities and Elements work together.

Chapter 3 unpacks the non-combat of the rules you'll need to run a session using the Earthwild system. What dice to roll, when to roll them, and what they mean when they settle on the table. Look here for answers when you need to know how to resolve a die roll or portion of gameplay.

Chapter 4 defines the rules for Combat Scenes. The world after the Collapse is a dangerous place and defending humanity is going to be messy. This chapter contains all the knowledge needed to get into and out of a gunfight in one piece.

Chapter 5 is focused on the Storyteller and your main reference on the inhabitants of the world and where to start when building your own adventures. Come here when you need information or guidance in filling out your sessions.

Lexicon

Ability: An exceptional show of power linked to either a Class or a Subclass.

Abyss ⏚**:** A Darkness element aligned with spatial and extra-dimensional relationships.

Action: What a player character can do during their Beat in Combat. Actions are resolved by rolling dice and spending the resulting Hits and Precision Hits for various effects.

Arc: A Light element aligned with electromagnetism and electricity.

Armor: Defensive components worn by a Lightborn to help survive against the hostilities of the Dark Ages. A Lightborn's armor consists of Head, Arms, Chest, Legs, and Class Item locations.

Aspect: A potent focus of a subclass that enhances the effectiveness of their power by tuning it in a particular fashion.

Attribute: One of seven traits, Discipline, Intellect, Mobility, Strength, Recovery, Resilience, and Power, that represent how naturally capable a Lightborn is at resolving relevant Actions. Rolling equal to or under your Attribute value counts as a Precision Hit.

Beat: A short period of time (roughly a couple seconds) that occurs during an Action Scene.

Class: One of three overall classifications of Lightborn.

Collapse: A series of events that occurred at the end of the Golden Age that annihilated most of inhabitants of the Sol system and forced the Traveler into an extended period of inactivity.

Combat Scene: Any Scene where the tracking of time uses Beats and Off-Beats and events are intended to be resolved quickly and proactively.

Dark Ages: The period of human history after the Collapse, where the survivors of the Sol system try to recover from a catastrophic invasion that reduced the population to existentially few numbers.

Darkness: A cosmic force that aligns with willpower, consciousness, memory, and other intangible forces.

Decoherent (engram): Advanced quality engrams, visualized as Blue in color.

Duration: A period of time determined by one of 5 identifiers: Any Beat, Beat, Any Measure, Measure, or Handling.

Element: A specific expression of either Light or Darkness cosmic force.

Encoded (engram): The most basic type of engram, visualized as White in color.

Encrypted (engram): Fairly common engrams of middling value, visualized as Green in color.

Engram: A collection of encrypted matter that represents an object. It is a product of Golden Age technology that allows physical items to be encoded and compressed into a type of data. There are 5 increasing rarities of Engram: Encoded, Encrypted, Decoherent, Legendary, and Exotic.

Enhanced Hit Quality: A positive change to a roll's results that converts any Hits to Precision Hits.

Exotic (engram): Unique engrams that represent immensely powerful artifacts, visualized as Gold in color.

Fireteam: A group of Lightborn bound by circumstance, duty, or fate.

Fragment: A lesser focus of a subclass that enhances a specific behavior.

Ghost: One of many paracausal intelligences, born during the last moments of the Golden Age. They may or may not be attached to a Lightborn.

Golden Age: The time period of human history when the Traveller's presence and actions provided tremendous levels of advancement and prosperity.

Handling: The number of dice being rolled simultaneously in order to resolve an Action or condition. Handling are 12-sided dice which are also the shape of an Engram!

Health: A representation of mortal trauma. When reduced to zero, the Lightborn or Opponent is defeated, frequently resulting in death.

Hit: A basic success indicated by rolling a 10, 11, or 12 on a 12-sided die. It is spent during an Action to create simple effects or apply a weapon's Impact as damage.

Hunter: A Lightborn class adept at reconnaissance, exploration, and infiltration.

Keywords: Rules definitions common to various categories such as Weapons, Abilities, and Adversaries.

Kinetic: A basic damage type that represents mundane projectiles and unpowered melee weaponry.

Legendary (engram): Near Golden Age quality engrams, visualized as Purple in color.

Light: A cosmic force that aligns with creation, mutation, energy, and other physical forces.

Lightborn: Individuals who have been brought back from the dead by a Ghost.

Miss: Any number on a die that isn't a Hit or a Precision Hit.

New Light: An inexperienced Lightborn freshly raised by a ghost.

Off-Beat: A short period of time (roughly a couple of seconds) where the Storyteller reacts to a player's Beat and can use a single Action.

Mod: A bonus or modification to Armor, a Ghost, Tools, or Weapons.

Power Level: An Attribute that describes a Lightborn's overall mastery of the Light or Darkness.

Precision Hit: A potent success indicated by rolling equal to or under the Attribute linked to the roll. It can be spent for special effects during an Action, or treated as two Hits against a single target with the Fire Weapon Action.

Rank: Attributes are scored numerically, 1 through 5. Rolling equal to or under a linked Attribute during a roll results in a Precision Hit.

Reduced Hit Quality: A negative change to a roll's results that converts any Precision Hits to Hits and Hits to Misses.

shell (ghost): A multi-component layer that surrounds a ghost's core. Often as much a representation of personality as it is for protection or utility.

Scene: A moderate period of time that marks the beginning and end of a particular story moment.

Shields: A general representation of your Lightborn's armor, defensive energy, and plain luck. When their shields run out, your Lightborn starts experiencing serious physical trauma (see Health).

Skill Kit: Tools and experience used by Lightborn to solve problems and make changes to the current scene. Each tier of Skill Kit confers a number of Handling when used with an Action.

Solar: A Light element aligned with combustion and healing.

Specialty: Expertise with a particular Skill Kit that provides a bonus to a corresponding Use Skill Kit Action. Roll an addition die when any Skill Kit ties into the Specialty. Gain Enhanced Hit Quality when used along with the Skill Kit attached to the Speciality.

Stasis: A Dark element aligned with domination and freezing.

Stack X: The maximum amount of charge a Weapon or Ability can hold. Used for triggering effects or counting the accumulation of time or effort.

Strand: A Dark element aligned with psychic connections and memory.

Storyteller: One of the players at the table that provides narration, roleplaying for non-player characters, and story direction for the other players.

Subclass: One of the Elemental expressions of a Class.

Surge (Power): A momentary burst of Light or Darkness focused energy that vastly improves the chances of a Lightborn's action. These displays of Power are not subtle and clearly mark a Lightborn for what they are.

Titan: A Lightborn class unparalleled in defense and protection.

Traveler: A cosmic entity aligned with the Light in the shape of a city-sized floating pale sphere.

Warlock: A Lightborn class unrivaled at solving enigmas and restoring the knowledge of the past.

Weapon: Offensive gear carried by a Lightborn used for self-defense and the elimination of threats. Weapons have Engram rarity levels and can be one of 18 different types.

Void: A Light element aligned with gravitation and entropy.

Under Construction Call Out - <<REMOVE BEFORE PUBLISHING>>

This document is an unfinished work in progress and subject to rapid and volatile change. If you're here, reading this now, expect to have lots of questions. This document is currently morphing from a collection of design notes and intentions that have lived in my head into a useful tool that communicates how to actually play a game of Destiny at a table. If things don't make sense, it is entirely possible because they're broken, unfinished, or just don't make sense.

Development Resources - <<REMOVE BEFORE PUBLISHING>>

Definitions for Weapons, Weapon Mods, and Armor Mods can be found at this Google Sheets Link:
https://docs.google.com/spreadsheets/d/1X5KBdx8RhFRl7Rwmq6qVhF94UWp6JVKcArWjip5eyGU
Discussion, play testing, planning, and other communications may be found on the Earthwild Discord server: https://discord.gg/UWZJKVjBkW

Other links and documentation will appear here during the course of development.

Chapter 1: Characters

Lightborn

The marketplace is loud and crowded: dangerous. Too much attention and too much risk all in one place. `Amih pulled her collar up further and shrank further down into her robes with practiced subconscious effort. She couldn't help but see the scorch marks on the bare concrete walls. She couldn't ignore the chunks missing from the buildings. These people weren't safe here and yet here they were, exposed in the sun and performing commerce.

A laugh cut through the din, full throated and confident but `Amih felt something else to it. Was that overconfidence or bravado? Or was it something worse? Was that malice?

"I don't like this. Something doesn't feel right." Smoke says low, tucked away in one of `Amih's rucksack pockets, her shell looking like just another trinket jangling from the overloaded pack.

`Amih nods slowly, looking again at the stalls and dozens of transactions happening in the square around her. Some Glimmer changes hands, but it's mostly barter with each merchant keeping close eyes on their wares. The merchants pull stock from carefully organized piles and place the payment or exchange into… She stops and confirms the theory. There it is. That's what's wrong, they're placing things into two separate piles.

"Guards!" Smoke squeaks and dims her eye completely, blending in fully with the rest of `Amih's backpack junk.

`Amih shuffles further back into her shaded nook and watches as 6 of them, armed and armored, stride into the square. Their kit isn't anything better than what she was able to scavenge for herself those first awful nights. Between them is a cart, a simple box with a lock, hinged cover, and handlebars bolted on top of the remnants of some once-a-Sparrow's gravity core. The patrol stopped at each stall and its owner nervously inspected their piles of income before selecting one and putting it in the box. No, not guards, tax collectors.

A young man with a fruit stand had nearly nothing set aside in either pile. His produce was obviously heat stressed and probably a week older than was reasonable to be selling. Maybe a failed harvest or poor soil fertility? When the tax collectors arrived at his stall they began to shout at him. One of the tax collectors… No, not a tax collector. One of the thugs beat the man with his rifle. `Amih tensed with rage and dared to take a step out of her shadow but stopped as a voice cleared any remaining murmuring noise.

"Leo, Leo, Leo. This is unacceptable!" The laugh from earlier had an owner and he had taken notice. It belonged to a slab of a man covered in barely presentable combat gear. 'I gave you a month, Leo. You insult me." The man picked up what in a better time might have been a mango but it was too soft, too small. He broke the fruit in his fingers and smeared it on the man's shirt.

`Amih glanced around the market square in disbelief. The mirth had fled and in its place was a numb resignation. This brute was outnumbered at least ten to one, even counting the barely armed entourage. Those alone were good odds and most of the merchants were visibility armed themselves. Why didn't they rally around their peer? A poor harvest or a crop plague, any of these setbacks were reasonable in the current climate. Everyone was on the edge of survival out here. What good would this humiliation serve? The fruit wouldn't grow any faster. The rains wouldn't fall more frequently. `Amih's dissent caught in her throat. She was still missing something.

"Everyone earns their place in Candlelight, Leo. Doesn't look like you're going to make the cut. Hope you and your family have better luck somewhere else." A jagged grin crept across his face as he drank in the next words, "I'll have the boys come around the farm and help with the packing."

Leo snapped from trembling to shock. "Wh.. what? No! That's our farm! We've been there for decades! You can't do that! Garrison, please!"

"I can't?" Garrison shoved Leo into the waiting arms of his cronies. "Says who?" He spread his arms and his hands blurred behind spheres of purple-black. "I can do anything I want, Leo." He brought his hands together and the stall, its fruit, and the meager glimmer it still held deformed violently. The singularity was brief and contained to the square footage of Leo's entire livelihood but it was terminally effective. A snap signaled the vacuum being replaced by market's stale, silent air and was punctuated by a dull thud as the mangled conglomerate left by the Void compression hit the dirt.

`Amih saw the piece she was missing. She understood why the crowd would let this bully continue to exist in their ranks. Smoke recovered from the shock first, *"He's like us. He has the Light."*

"No." `Amih growled back, "he might have power but he is not like us." Her shaded alcove washed with thick bands of green as she wove a fortress of Strand around her and stepped out of the shadows.

What is a Lightborn?

A Lightborn is raised from death by a Ghost. As the Sol system fell to the Collapse, the Traveller sent forth an innumerable wave of Ghosts. No one can be certain why this happened, but the Lightborn began to appear soon afterwards.

A Lightborn is tabula rasa. They are a blank slate, though that's not *really* true. A Lightborn exists by the choice of their Ghost, and that Ghost decides based on *something*. A Lightborn wakes up in this world ignorant of their body's previous facts, but the reason they wake up at all is because of who they can become.

A Lightborn is a host to Abilities far beyond that of mortals. They wield the forces of Light and Darkness in creation and destruction, sometimes as casually as breathing. Their existence is not bound by death; each time they perish, their Ghost wills them back to life and health.

A Lightborn is a terrifying force on the battlefield. A foe that does not stay dead can be reckless and bold and brandish chance itself as a weapon. Age does not matter to them and though initially devoid of memory, they remember every cause of every death.

A Lightborn is the avatar of change. They are an inflection point and an unavoidable fulcrum. They may be a thunderstorm or a whisper and the world is always changed in their wake. Reality does not define the Lightborn. They are their own shape and are molded by their hands alone.

A Lightborn is a tyrant and a monster. They are both judge and executioner, who else has the power to oppose them but another monster or tyrant? To a timeless being that can ignore death, what is a consequence, and what is merely an inconvenience?

A Lightborn is a champion, a hope bringer. They are the first to a fight and the shield during the retreat. They strike into the most hostile territory and against the most awful of foes that humanity has encountered. The impossible becomes possible in the presence of the Lightborn.

You are a Lightborn.

While Playing a Lightborn

At the table, each player has their presence represented by their Lightborn. This is your means of directly interacting with the scenes described by your Storyteller. You'll decide what actions to take, who to speak to, and where to point their weapons. Your Lightborn is your primary voice in the story and is complimented with another player acting as their Ghost.

Ghosts

What is a Ghost?

"And then he says 'A miserable pile of secrets', and just ends the conversation." The Ghost says to no one in particular as it focuses its scanning beam across another corpse and waits for a reaction. No, not this one, but definitely getting closer. "And then of course they fight…", the Ghost is silent a moment as it takes another look around the control center. The human corpses outnumber the Fallen heavily. "It always ends with fighting." It sighs, shell drooping at the corners, and shifts to the other corner of the room, swearing that it actually felt a twinge this time.

“When I find you, you won’t have any secrets, will you? You’ll just wake up here, no idea who you are or what’s going on, and then”, the Ghost does a slow quarter turn, gaze tracing back over the decaying carnage before returning to the corner. “And then I’ll put a gun in your hand.”

With a jolt, the Ghost realized this was it, the body on the ground right here. This was who they were supposed to pull back from death, to grant immortality and power beyond imagining. There was a terrible urge, an instinct to unleash the Light, but it was held back with a hesitation that had never come into consideration before. Should this happen? Is this the right thing to be doing? What’s being promised here but death and violence?

The Ghost floated gently down to rest on a nearby console and went quiet. Time blurred in passing as the Ghost asked and answered every question it could come up with. It referenced what little philosophy it was able to glean from the software titles they’d come across in their searches, but most of that was concerned with earning points, slaying dragons, and a ridiculous amount of discourse regarding speculative firearms performance. It was dark by the time the Ghost stirred and floated over to the corpse.

Their shell twisted open and an iridescent gleam built at the Ghost’s core. The Light swelled within the room to a blinding intensity before blasting down into the corpse.

“I hope one day you’ll forgive me.”

While Playing A Ghost

Each player takes the role of another Lightborn’s Ghost at the table. Ghost characters don’t normally progress the story and Earthwild’s focus is on using the Lightborn to shape the narrative. Ghosts operate as a secondary voice that can bring another layer of friction, support, comic relief, or insight to the table that a player may not have access to while roleplaying their own Lightborn. Unless agreed upon by both players, a Ghost shouldn’t be directly antagonistic with their Lightborn or their actions, the Ghost is the Lightborn’s connection to their Power and both are fighting for survival. Ghosts exist to make the story more interesting, not to bring a campaign to a halt and cause arguments during a session.

Character Creation

In this process, you’ll start with an idea and shape it into a New Light, a freshly raised Lightborn with barely an idea of what’s happening and more than likely, a lot of people and things shooting at them. The people they travel with, their fireteam, depend on them, as do the remnants of humanity. It’s a rough job, but that’s why their ghost picked them.

Step 1: Concept and Class

Coming back from the dead may have gotten rid of your memories, but the bones are still good. Most of your personality, your values, maybe even some of your ambition survived the process. You might even recall some useful mundane information like how to handle an Arc capacitor or

stitch together a wound. Take time to consider how you respond in general to the new world you find yourself in. Are you bold and stoic? Is there some resentment between you and your ghost? Do you happen upon another person's nightmares some nights? Your concept should be a simple and reliable aspect that you can go to when challenged or indecisive.

Examples: "Headstrong explorer", "vigilant borderguard", "introverted metalworker", "haunted vigilante"

To expand on your concept, think about your Lightborn's manners and visual representation. Lightborn come in all shapes and sizes, with a trend towards stylish when it comes to showing up on the battlefield. They generally wear their adventuring gear and armor like a second skin, thanks to some of your Ghost's amazing functionality. The trials they've gone through and the souvenirs they've found along the way will leave a mark. What does your armor look like? Do you have any specific hallmarks? An especially important item is one represented by your class, which we'll cover in the next step.

<SIDEBAR:What about species?
In Earthwild, who you are isn't nearly as important as what you choose to do with your power. The focus is being a hero in the Sol system's darkest hour. Can you play a Fallen who has finally been touched by the Great Machine? Has the Light satiated the unending hunger of your Hive worm? What does a Cabal warrior's honor look like when they get back up each time they're felled by a superior foe? These are all wonderful questions to explore and you're welcome to answer them in your games. Mechanically speaking, there's no difference between a Human, an Exo, Awoken, or any other race found in and out of the Sol system. Use common sense and flexibility during your scenes but don't get hung up on the details, you're playing a team wielding impossible space magic after all.:SIDEBAR>

Finally, to start connecting your concept to the game mechanics, you'll answer The Big 3. These answers refine your concept, give your Ghost's player history about your character, and provide guidance for selecting your first 3 Skill Kit Specialties.

Question 1: What is your Class and Calling?

Each Lightborn has a drive within them, part of the reason why your Ghost chose you in the first place, and this drive leads towards one of three Classes: Hunter, Titan, or Warlock. Every Class has a wide range of proactive and defensive abilities, as well as a particular focus on what role they contribute to the fireteam. Your Class is an important part of your character's mechanical and philosophical identity and one that can't be changed within the scope of the game (always work with your Storyteller to make character changes if you're not having fun with your Class though!).

Your Calling is a specific motivation that echoes your Class and provides an underlying motivation for your character's daily existence. Your Calling also helps answer questions your Storyteller may have for the time between your First Resurrection and the start of your first

Session. If during the course of play, you decide that your Lightborn has fulfilled their Calling, select a new one for your Class. There is always something new in the universe to be drawn towards.

Wanderlust: As a Hunter, what place do you *need* to explore?
The world is a vast place and sitting in one place isn't going to cut it. Maybe there's a call to a specific location on this planet or another. Is there a sight you just have to see for yourself? Does a particular enemy stronghold require your infiltration?

Obsession: As a Warlock, what knowledge *must* you uncover?
Much was lost during the Collapse of the Golden Age. Are there alien secrets that you need to discover? What Warlord plot exists that you need to uncover and expose? Can that flight reactor be repaired and operated again? How can you get into that encrypted database?

Warding: As a Titan, what in this world *will* you not fail to protect?
Existential dangers are common in the Dark Ages and there are those that are in need. Is there a particular town, tribe, or people that call you their aegis? Do you defend the world against a single threat in particular? Is there a specific ideal or artifact that you won't let be destroyed?

Class Item

After selecting your class, you'll want to describe your initial Class Item to further develop your character's identity, both physically and what it may represent to your character internally. Your class item is a bit of visual identification and part of your armor kit. Out of tradition, superstition, whimsy, or stubbornness the 3 Classes have settled on the following:

The Hunter's Cloak - A cloak, with or without a hood is a welcome accoutrement when traveling the wilderness whether you need it to shield the sun from your eyes or curl up under when the night's chilly. They're also un-equally stylish.

The Titan's Mark - A fabric draped at the waist at the front, back, or sides. It is to honor both what you defend and the wall you maintain against your enemies. A Titan does not hide from their charge or their duty and declares it proudly to friend and foe alike.

The Warlock's Bond - An arm-band of various materials and components worn around the bicep that connects a Warlock to mundane life and grounds them while they work in the unknown. Some bonds are also tools such as atmospheric samplers or computing devices.

Question 2: Where was your First Resurrection?

Your initial environment and first moments in a new life can form a lot of new neurons, sometimes very quickly in adverse situations. You can't remember how your former life ended, though some Lightborn say they occasionally get unhelpful glimpses of former deaths;one of your first memories is of what you saw when your ghost chose you. Were you already surrounded by hostile actors? Worshippers? Alien howls and bizarre sights? What were your

first moments? A quiet conversation or a frantic dash through unknown streets with debris raining down on your head? Whatever this moment was, it was formative.

Question 3: What was your First Death as a Lightborn?

Being told that you can be brought back to life is one thing. Experiencing it first hand is an entirely different and likely the second most significant memory that a Lightborn carries. Was it soon after your First Resurrection? An experiment to see just how far you could push yourself? A trial to prove whether or not your ghost was lying to you? A pinch on the arm to make sure you weren't dreaming? An accident? Whatever the causes, you learned something very important at that moment.

Step 2: Subclass and Abilities

With your Class chosen, you'll need to select your initial set of abilities available to your character. A Subclass is the intersection between an Element and Class. Elements are described in greater detail in Chapter 2 (pg. XX) and are the general "flavors" of power that exist in the world. At creation you'll only have access to a single Subclass but as your Power grows, you'll be able to add and enhance additional Subclasses.

Light Elements:
The Light deals with the physical aspects of reality and creation.

Arc - Electromagnetism, Conduction, Interference
Subclasses: Arcstrider (Hunter), Striker (Titan), Stormcaller (Warlock)

Solar - Combustion, Healing, Forging
Subclasses: Gunslinger (Hunter), Sunbreaker (Titan), Dawnblade (Warlock)

Void - Gravitation, Entropy, Distortion
Subclasses: Nightstalker (Hunter), Sentinel (Titan), Voidwalker (Warlock)

Dark Elements:

Abyss - Spatial Relativity, Location, Desire
Subclasses: Edgewraith (Hunter), Nihilnaut (Titan), Hollowguide (Warlock)

Stasis - Dominion, Calcification, Identity
Subclasses: Revenant (Hunter), Behemoth (Titan), Shadebinder (Warlock)

Strand - Psychic Connection, Memory, Flow
Subclasses: Threadrunner (Hunter), Berserker (Titan), Broodweaver (Warlock)

Abilities

Your available Abilities are provided by your selection of Class and Subclass. Your Class provides a Class and Movement Ability, while your Subclass defines your Super, Melee, and Grenade choices.

Class Ability - Hunters perform acrobatic dodges. Titans manifest barriers to provide cover. Warlocks coalesce augmenting rifts to aid their fireteam. This ability exemplifies the core principles of the Class.

Choose one Class Ability from the options listed for your Class in Chapter 2: Hunters (pg. XX), Titans (pg. XX), Warlock (pg. XX).

Movement Ability - Traversing the shattered ruins of the Dark Ages requires more than just a good pair of boots. Each class has a preferred way of augmenting their movement. Hunters bound off of footholds willed into existence to parkour through impossible terrain. Titans' jetpacks allow for bursts of precise tactical acceleration and deceleration. Warlocks use unseen energies to glide through the air with ethereal grace.

Choose one Movement Ability from the options listed for your Class in Chapter 2: Hunters (pg. XX), Titans (pg. XX), Warlock (pg. XX).

Super Ability - These potent displays of paracausal mastery are not available to a New Light and will be earned through advancement during gameplay. Each of these abilities brings a devastating show of force to the battlefield. Purchasing a Super Ability is detailed in the Progression section (pg. XX).

Aspects and Fragments - As a Lightborn refines their connection to the Light and Dark, they gain more sophisticated and nuanced control over their power and abilities. Aspects represent large shifts in expression specific to each Subclass while Fragments are subtleties available to each Element. Lightborn that raise their Power rank to 2 are able to add these variations to their repertoire. Aspects are detailed for each Subclass in Chapter 2 (pg. XX) and details for each Fragment are contained in their respective Element also in Chapter 2 (pg. XX).

Melee Ability - A variety of limited range, powered attacks that can be useful when you need to carve a hole in the enemy lines or set up an Opponent for a punishing combination.

Choose one Melee Ability from your Subclass' options in Chapter 2 (pg. XX).

Grenade Ability - Explosive concentrations of Light or Darkness energy that are useful for clearing or controlling groups of hostile forces.

Choose one Grenade Ability from your Subclass Element's options in Chapter 2 (pg. XX).

Step 3: Select Attributes

There are 7 Attributes that define how proficient a Lightborn is at a wide variety of tasks and weapon usage:

Discipline - Acting under pressure and keeping steady sights
Intellect - Understanding the world and timing shots
Mobility - Navigating the environment and acquiring targets
Strength - Smashing or lifting and wielding heavy hardware
Recovery - Getting back up after being physically or emotionally harmed
Resilience - Resisting the world when it tries to tear you apart
Power - Shaping reality with paracausal energies

In depth descriptions, their benefits, and which weapons they affect are detailed later in the chapter.

All Attributes start at Rank 1 for a newly risen Lightborn. To focus your character's capabilities you'll select two Attributes that help define your general approach to challenges and what weapons seem naturally comfortable in your hands.

Select 2 different Attributes and increase them to Rank 2.

Power is derived from the total of your other 6 Attributes. Power begins at 1 and increases over time as your other Attributes are improved (see Advancement, pg. XX).

All Lightborn start with a maximum of 5 Health and your maximum Shield rating is equal to your Power Rank plus 3 times your Resilience. For more information about these stats in combat, see Taking Damage (pg. XX).

Step 4: Choose Starting Gear and Skill Kits

When your ghost first resurrects you, they're generally not concerned with what resources are available around you, they're focused on finding the right person to bring into an eternal fight. Your first moments of your new life are often harrowing and problematic for a wide variety of reasons. Often the most important of these is a good weapon that you're comfortable with. This initial weapon may be sentimental or an object of panicked necessity. Whatever you start out with is just that, a starting point. While there aren't exactly bodegas or mail order catalogs to sift through, your future adventures provide you ample opportunity to discover and experiment with different weapons and variations.

Starting Weapon
Your first weapon is a bare necessity, something that you quickly put your hands on to keep you alive. It's not flashy or impressive, but it's what you have to work with. This weapon is an Encoded Weapon that uses Primary Ammo and has the Kinetic Element. The listed Attribute will be used when making Fire Weapon Actions with this weapon.

Choose one of the following: Auto Rifle (Mobility), Combat Bow (Intellect), Hand Cannon (Discipline), Pulse Rifle (Intellect), Scout Rifle (Mobility), Side Arm (Mobility), or Submachine Gun (Mobility).

See Chapter 3's Gear section (pg. XX) for the full description and statistics of the weapon options.

Starting Skill Kits
While it may be tempting to shoot your way through every situation you come across, it's often the case that you'll find there are alternative ways to solve problems. Skill Kits represent a combination of physical aids, experience, and your ghost's inherent abilities. Part space magic, part perseverance, part bubblegum and popsicle sticks, your Skill Kits let you do everything from planning a political banquet to building a starship.

Choose 5 Skills at Novice Tier, from the following: Athletics, Awareness, Diplomacy, Fieldcraft, Influence, Mechanics, Piloting, Research, Subterfuge, Survival, Systems Operations, Tactics, Trade, Xeno Studies.

The full description of each Skill Kit is found later in this chapter (pg. XX).

Choose Starting Specialties:
The concept questions you answered earlier in the process helped you define your character idea, but they also granted specific insight into how you learned to interact with the world. Using the answers to your questions, work with the Storyteller to come up with a Specialty for each of the Big 3 questions and assign each Specialty to a different Skill Kit. Specialties are free form to allow for personalization and customization. Examples are provided with each Skill Kit later in the Skill Kits section, but you're encouraged to make up specialties that help flesh out your early days as a Lightborn.

Add a Specialty to a Skill Kit that relates to your Calling.
Add a Specialty to a second Skill Kit that relates to your First Resurrection.
Add a Specialty to a third Skill Kit that relates to your First Death.

Example: The Hunter's first moments were pure terror, as their new life was almost snuffed out by a pack of Hive Thralls drawn to their location by the eruption of Light. The first night was spent dashing, climbing, and hurling themselves through a city's ruins. Despite the horror, they found an appreciation for free running that is represented as an Athletics specialty in Parkour.

Your initial gear might not seem like much, but it's more than a lot of folks have gotten given the state of the world. What's more, you've got a ghost and the next step in the character creation process is to build out one of these miraculous little floating helpers.

Step 5: Build Ghost

The Ghost you build supports another player's Lightborn at the table. It provides the opportunity to have an alternate voice, color commentary, and sometimes a timely dissenting opinion. If your Lightborn is the gruff and serious face, the Ghost you play can give you an outlet for some levity without breaking your principle character's stoicism.

In this step, you'll be building out a ghost for one of the other Lightborn in your fireteam. The ghost has a vastly simplified definition compared to that of a Lightborn. You'll want to choose a name for your ghost and give them a basic personality that you can reference during play. Additionally, take a moment to describe the appearance of their shell, the outer covering that protects the ghost's core. Your ghost's shell is a great way to make a first impression!

At creation, your Ghost has access to a single Mod, short for modification. Use the Ghost Mod section of the <<GEAR COMPANION>> for the list of available Mods or work with the Storyteller to create something unique based on an existing Mod.

Final Touches

Now that you've got all of your major decisions taken care of, you'll want to make sure that you've filled out all the helpful information that you'll want to reference while playing. Note your stats for your weapon, all Keywords and rules for your Class and Subclass' abilities, and write down any other interesting insights you gained throughout the creation process (the back of the sheet is the perfect place for random ideas).

And you're done. Now all that's left is to get out there and save humanity!

Attributes

Your Attributes define the basic representation of your Lightborn in the world and are used to determine how likely they are to succeed at the challenges that they'll encounter.

The multiple weapon types are divided amongst **Discipline**, **Intellect**, **Mobility**, and **Strength**. **Recovery** and **Resilience** aren't tied to weapons and reflect your character's general hardiness and empathy with their surroundings. Each of these 6 Attributes provides additional benefits at ranks 3 and 5. Attribute descriptions additionally define guidelines for which Attribute to use when attempting to activate a Skill Kit or resolve a general challenge.

Power is a calculated representation of how skilled you've become at manipulating your Light and Darkness energies as well as how much growth and the experiences you've accumulated in your new life. Each rank in Power grants increasing access to additional abilities and subclasses.

Discipline (DIS)

The world after the Collapse is a chaotic and turbulent place. There are no guardrails for social behavior and the lack of resources promotes an antagonistic and survival centric way of life. Understanding and mastering your own patience in the face of such things provides a variety of benefits in the field of battle as well as in times of negotiation and compromise.

Rank 3 Bonus: Your Use Ability Actions gain +1 Hit Spread.
Rank 5 Bonus: Your Use Ability Actions gain +1 Precision Hit Spread.
Discipline Weapons: Linear Fusion Rifle (LFR), Sniper Rifle (SnR), Light Machine Gun (LMG), Hand Cannon (HC), Glaive (G)
Discipline Approaches: Use Discipline when your Lightborn needs to exercise patience, resist being baited into undesired action, or where careful attention to detail is required.

Intellect (INT)

There are a great number of mysteries in the world. How does an Arc generator work? What's the tensile strength of spinmetal at increasing temperatures? What do the Cabal eat when they're off-duty? A healthy curiosity and sharp mind are key to both answering these questions and staying alive while you're chasing down those answers.

Rank Bonus 3: Your Use Skill Kit Actions gain +1 Hit Spread.
Rank 5 Bonus: Your Use Skill Kit Actions gain +1 Precision Hit Spread.
Intellect Weapons: Combat Bow (CB), Trace Rifle (TR), Pulse Rifle (PR), Fusion Rifle (FR)
Intellect Approaches: Use Intellect for situations that require cleverness, precision timing, quick deduction, or thorough reasoning.

Mobility (MOB)

Traversing a broken world isn't easy. Convenient transportation infrastructure is all but eradicated and the ravages of time have not been kind, even to Golden Age architecture. Additionally, some things just weren't built with human beings in mind. With practice, you're able to navigate the most treacherous terrain and find passage through otherwise insurmountable obstacles.

Rank 3 Bonus: Your Max Moves per Beat is increased to 4.
Rank 5 Bonus: You may ignore 1 Movement Complication per Move.
Mobility Weapons: Scout Rifle (ScR), Auto Rifle (AR), Side Arm (SA), Submachine Gun (SMG)
Mobility Approaches: Use Mobility where speed is of the essence, when you need to cross dangerous terrain, or you need a delicate touch.

Recovery (REC)

The world is filled with pain and hostility and some days, probably on many days, it catches up to you. While your ghost can bring you back from the dead, being able to wield those energies

to keep you from falling over in the first place is an invaluable trait. Additionally, all that getting in touch with yourself is going to help you understand when other people are in need of help.

Rank 3 Bonus: Your minimum Health Regen Hits are increased to 2
Rank 5 Bonus: Your minimum Shield Regen Hits are increased to 4
Recovery Weapons: None
Recovery Approaches: Use Recovery when you're trying to keep your composure, read someone else's emotions, or find the willpower to pick yourself up from a devastating loss.

Resilience (RES)

You're going to be shot, stabbed, burnt, exploded, and torn apart by any one of an endless array of awful things. How you're able to take that in stride is going to decide whether you succeed or fail in the defense of humanity. The world itself tests your survivability with extreme temperatures, pressures, and other environmental conditions.

Rank 3 Bonus: You gain Armor 2 against Environmental damage.
Rank 5 Bonus: Your Health is increased to 10.
Resilience Weapons: None
Resilience Approaches: Use Resilience when you need to test your raw survivability, reject the effects of a foreign poison, or resist the annihilating effects of a hostile machine.

Strength (STR)

Sometimes, you just need to move a heavy thing or pry a door open with your bare hands. While there are multiple benefits to being a Lightborn, there is still the matter of physics to deal with when you're making your way through unknown or hostile territory. The nasty things of the Dark Ages have claws and hitting back hard is always a reliable fallback when being clever fails.

Rank 3 Bonus: You may ignore 1 point of Knockback from Opponent's actions.
Rank 5 Bonus: Your Strike Actions gain +4 Impact.
Strength Weapons: Rocket Launcher (RL), Heavy Grenade Launcher (HGL), Special Grenade Launcher (SGL), Sword (S), Shotgun (SG)
Strength Approaches: Use Strength when you need to force a part of the world into place, while you're trying to keep an engine block from going over the edge, or you just need to hit something.

Power Level (POW)

When you're first raised by your ghost you have a minimal connection to the great powers of Light and Darkness. As your confidence in your ability grows and you gain practical experience in manipulating those energies, your manifestations become more potent and nuanced. Your Power Level is tied to your total number of Ability Points and as those grow, your Power Level increases correspondingly. Your Storyteller is encouraged to celebrate your passage to a higher Power Level through a narrative ritual or particularly characterful challenge to mark their

progress. The provided Titles are a language shorthand for referencing a relative Power Level or challenge.

Power Level	Ability Point Total	Power Level Effects	Title
1	<= 9	Max 1 Subclass. Flair Bonus: +1 Handling.	New Light
2	10 - 12	Purchase Additional Subclasses. Max 1 active Aspect. Max 1 active Fragment.	Heroic
3	13 - 16	Max 1 active Aspect. Max 2 active Fragments. Flair Bonus: +2 Handling.	Fabled
4	17 - 21	Max 2 active Aspects. Max 3 active Fragments.	Mythic
5	22+	Max 2 active Aspects. Max 4 active Fragments. Flair Bonus: +3 Handling.	Legend

Your Power Level sets the Aspect and Fragment limits for each of your purchased Subclasses. A Power Level 2 Lightborn may begin purchasing additional Subclasses, with each Subclass following the Aspect and Fragment limits for your current Power Level. See the rules for Progression later in this chapter for information on how to increase Attribute Points / Power Level (pg XX).

Skill Kits

Skill Kits are experience, software, specialized hardware, tools, and other paraphernalia used to accomplish a variety of non-combat goals. Additionally, while a Lightborn has a Ghost, Skill Kits may be augmented by the Ghost's matter manipulation powers and databanks. A Ghost has little ability to directly impact the world around themselves on their own but they're accomplished infiltrators and information gatherers. Their "ghost-tech", or ability to manifest objects and modulate matter (like when rebuilding your body after you die) allows them to store and materialize tools and components when needed. With enough raw Glimmer and access to the appropriate formula or schematics, your Ghost can also assist by creating field equipment on the fly. Your Ghost's assistance with Skill Kit rolls is most often a Handling bonus purchased with Glimmer and is described in Chapter 3: Mechanics (pg. XX).

There are four tiers of Skill Kit, each representing the accumulation of knowledge, practice, materials, and tools with a given subject over time.

Unskilled, 1 Handling - You know the subject exists and that's about it.
Novice, 3 Handling - Familiar with the subject with a limited amount of practice.
Expert, 6 Handling - Quite knowledgeable and practiced frequently with the subject.
Master, 9 Handling - Unparalleled grasp of the subject paired with exceptional expertise.

All Lightborn are considered Unskilled in each Skill Kit unless they've increased it's Handling during character creation or advancement. See the Use Skill Kit Action (pg. XX) for more details on the mechanics for using Skill Kits during gameplay.

Without their Ghost, a Lightborn needs to ensure that they have the proper tools and materials on hand in order to use a Skill Kit effectively.

Specialties - Skill Kits are further expanded by Specialties, or deep dives into sub topics covered by the Skill Kit. Specialties are free-form definitions, usually single words or very short phrases that indicate the focused area. Each Skill Kit listed below has several examples but these are not exhaustive and you should feel free to create any specialty that makes sense to you, as long as your Storyteller agrees with it. When coming up with specialties, make sure they're not too broad, they do represent specialized knowledge after all, but also don't make them so focused that you'll never get to use them.

A Novice Skill Kit has a maximum of a single Speciality, Expert Skill Kit has a maximum of three, and a Master has a maximum of five. Specialties are used to boost Use Skill Kit actions, described in the Use Skill Kit Action (pg. XX).

Athletics

Running, Climbing, Swimming, Close Quarters Combat, Grappling

While your Lightborn may be an immortal, deathless being that can wield the powers of the cosmos, there are often situations that need to be dealt with in a much more down to earth fashion. Athletics handles a vast array of physical interactions from managing your breathing while chasing a target to out-scoring your opponents in a match of football.

Awareness

Proximity, Empathy, Ambush, Environment
The first step to taking an appropriate action is to understand what's happening in the world around you. Practicing Awareness means you're ready to spot subtle changes and to understand the details of those changes long before they become a threat or a problem.

Diplomacy

Treaties, Politics, Leadership, Communities
Society may have been destroyed in the wake of the Collapse, but that doesn't mean humanity hasn't still found ways to band together and survive. Applying Diplomacy to a situation allows for

solutions through talking, compromise, and understanding. These paths are oftentimes less costly than ammunition and destroyed lives.

Fieldcraft

Tools, Weapon, Armor**, Handicrafts*
Understanding how to maintain gear and utilize the right tools, even if they're makeshift, while in the absence of proper infrastructure is paramount to long term survival. Even items built using Glimmer are still going to wear out and break down over time and Fieldcraft will allow you to repair and replace them. *When choosing Weapon as a Fieldcraft specialty, pick a specific weapon type as a single specialty. **When choosing Armor as a Fieldcraft specialty, pick a specific Class to have as a single specialty.

Influence

Connections, Black Market, Favors, Fast Talk, Intimidation
When there isn't much to go around, who you know can make all the difference. Having a solid support network can be the difference between a functional Sparrow and a roof over your head or walking 30 miles just to find a safe place to sleep. Influence is a way of discovering and maintaining those personal relationships so that you can get what you need, when you need it.

Mechanics

Sparrows, Jumpships, Infrastructure, Manufacturing
Knowing how to keep your auto-rifle clean is one thing. Rebuilding the hover systems of a Sparrow or ensuring that a settlement's water filtration system is providing clean water is on a different level. Knowledge of Mechanics allows your character to handle much larger and complicated systems that are built from multiple interconnected parts.

Piloting

Sparrows, Jumpships, Hovercraft, Combat Maneuvers, Wheeled, Multi-crew
Walking can only get you so far, despite how often it's employed in the time after the Collapse. Humanity had long ago shrugged off the yoke of gravity and constructed off-world homes during the Golden Age. Reaching those places, and beyond, requires vehicles and the expertise to maneuver them. With Piloting, you increase the chances of arriving at your destination on-time and with you, your passengers, and your transport all undamaged.

Research

Hard Science, Paracausality, History, Field Research, Medicine, Robotics
Cosmic power is power but knowledge is also still power. Research is the ability to separate information from noise and data. Knowing where an artifact came from and whether or not it can explode in a burst of toxic gas keeps you and those around you safe when you start to dig into what's left over from the Golden Age. This skill turns curiosity from a liability into a valuable part of your arsenal.

Subterfuge

Sneaking, Pick-pocketing, Lying, Burglary, Fencing
Let's face it, not everyone gets what they want by being honest about it. Asking nicely only gets you so far when the stakes are high. When the straightforward methods of appropriation and commerce fail, you'll want something else to fall back on that doesn't involve your weapons. Engaging in Subterfuge might cross a line, but when the fate of the world is hanging in the balance, what's a little larceny in the grand scheme of things?

Survival

Foraging, Tracking, Scouting, First Aid
Comfort and security are rarities. The answers to rebuilding the world aren't going to be found in the confines of a few makeshift walls and tents. Adepts in Survival are needed to pierce the wilderness and return with supplies, intelligence, and salvaged resources to keep things going.

System Operations

Computers, Communications, Hacking, Cryptography
The Golden Age produced a tremendous amount of technology and complex electronic systems. Though the people that used those systems have been chased to the fringes of existence, a lot of those systems are still in place and still function even after decades or centuries. Systems Operations is the gateway to activating and manipulating past and present technological infrastructure.

Tactics

*Bounties, Strikes, Raids, Defense, Warfare**
The Collapse is a violent time and thriving in this era is a careful balance between knowing when to fight and knowing how to fight those battles. Proper Tactics can preserve valuable resources and lives while ensuring victory at scale. *Choose a particular faction when you choose a warfare specialty to identify the fighting behaviors of that faction.

Trade

*Barter, Supply Lines, Marketing, Profession**
Everybody in this age needs something whether it's a bag of beans or a bandolier of grenades. Trade is the ability to either get what a person needs or perform the necessary skills to fill a particular service. If you take a Profession specialty, you're accomplished in a particular skill set in a publicly regarded capacity and can provide most nominal services to people without difficulty.

Xeno Studies

Hive, Fallen, Taken, Vex, Cabal, Scorn, Reef

The Collapse has brought a number of new antagonists and societies to the Sol system. Most of them aren't friendly and many of them are outright hostile. What if that's just down to misunderstanding? What if there's friends to be made if we could just close those gaps? The more you dive into Xeno Studies, the more you'll learn about other species, their habits, technology, and capabilities. You'll also learn about their weaknesses and exploitable conditions as well.

Progression

When you complete a meaningful scene and at the end of each session the Storyteller may provide a number of Engrams to the fireteam, as detailed in Encounter Rewards (pg. XX). These objects serve as both a basis of the greater economy as well as representing the growth and enhancement of a Lightborn over time. Raw Engrams are the top of the progression hierarchy, representing pure potential. Weapons, Armor Mods, and Ghost Mods can be decoded from Engrams and directly enhance an individual Lightborn. Finally, those extracted bits of gear can end up as Glimmer when they're ultimately deconstructed.

Engrams are described in detail in the Gear section but what's notable for progression is that as your Ghost accumulates these representations of knowledge and schematics of equipment that you've gathered during your adventures. Through this process your character becomes better equipped to deal with more challenging situations. Decoding Engrams for gear provides new variations of options to explore during play, while using Engrams directly to increase Attribute ranks or purchase new Abilities increases the Lightborn's overall Power and expertise with their Light or Darkness.

Session Post-Mortem Engram Questions

Use the following questions as inspiration to provide additional advancement options at the end of each Session. In addition to gaining more Engrams, these questions help your Storyteller keep your campaign moving in the right direction and support positive feedback discussions. For each answer or discussion, add an additional Engram to the pool if the question was relevant to your session.

- Did your Fireteam become legend, or at least try? Earthwild is a place of heroes and grand adventure where the Lightborn are beacons of hope for the Sol system. Look for opportunities to trade great personal risk for the benefit of humanity. For every fireteam member that challenged fate, regardless of the outcome, add an engram to the pool.
- Did you follow your calling and did it complicate things? Titans, Warlocks, and Hunters have a drive that affects their day-to-day choices and resisting that call is like trying to not scratch an itch. Following your calling tends to get you into trouble, but what are Lightborn for if not finding trouble. For every fireteam member who had to deal with some negative caused by calling during the session, add an engram to the pool.
- Did your Ghost have a meaningful interaction with your Lightborn? Surviving the Collapse is hard for a lot of reasons, one being lack of trust or empathy. Having a confidant that you can share private moments with can be as powerful as a well kept

firearm. If you've connected with your Lightborn and provided a moment of respite, add an engram to the pool.

Engram Results

The results of an Engram being decoded are ultimately up to the Storyteller. If there's a specific weapon archetype or armor slot that you're trying to fill, let your Storyteller know and work with them to make sure you both have similar expectations for your advancement. In addition to specifying the results, the <<GEAR COMPANION>> contains tables to facilitate randomly choosing the outcome of an Engram decryption.

Character Advancement Costs

In order to enhance an Attribute or Skill Kit, or gain a new Ability, consult the table below to see what the cost in Engrams. Alternatively, an Engram can be Decoded into Weapons, Armor Mods, or Ghost Mods, or finally reduced to Glimmer (pg. XX). When paying for an Upgrade, you may spend higher tier Engrams as if they were a lower tier. Ex: You could spend 2 Encrypted and 1 Decoherent Engram to purchase a new Fragment with the cost of 3 Encrypted Engrams.

Upgrade	Encoded (White)	Encrypted (Green)	Decoherent (Blue)	Legendary (Purple)
Grenade Melee Movement Skill Kit (Novice)	3	2	1	1
Attribute 2 Class Ability Fragment	-	3	2	1
Aspect Attribute 3 Skill Kit (Expert) Super	-	5	3	2
Attribute 4 Skill Kit (Master) Subclass	-	-	5	3
Attribute 5	-	-	-	5

Aspect - New Aspect that may be selected during a Downtime Scene.
Attribute - Increase an Attribute by 1 to this value. Ex: Recovery 1 to 2
Class Ability - New Class Ability that may be activated.
Fragment - New Fragment that may be selected during a Downtime Scene.

Grenade - New Grenade Ability that may be activated while its corresponding Subclass is active.
Melee - New Melee Ability that may be activated while its corresponding Subclass is active.
Movement - New Movement Ability that may be selected during a Downtime Scene.
Skill Kit - Increase an existing Skill Kit to the next Tier.
Super - New Super Ability that may be activated while its corresponding Subclass is active.
Subclass - New Subclass that may be activated. This does not grant any new Grenade, Melee, or Super Abilities, or any Aspects or Fragments.

Weapons and Armor Mods are created directly from single Engrams and have their own detailed rules described in the Gear section (pg. XX).

Chapter 2: Classes, Subclasses, Elements

They found the VIP slumped over in the corner of the control room unconscious, breath shallow, and pierced by several slivers of jagged bone. Howls and screeches from the prowling Hive erupted at increasingly closer distances as the fireteam secured the immediate area.

“Multiple lacerations. Extreme blood loss. Probable organ damage. He’ll die if we move him.” stated the thin Exo with padded cream robes kneeling next to the injured human, examining him as their Ghost provided illumination and deep tissue scans.

The squat, quick form of the hooded Awoken ducked back the shadowed pocket of an observation booth overlooking the rest of the complex. “Dark, now!”, he hissed as a moment later the form of a Wizard floated by their position, its head craning side-to-side, green eyes flared and searching for prey. Everyone went still, the Warlock’s Ghost disappearing in a silent wisp. The Wizard briefly paused before moving on. “We’re going to lose the jumpship if we stay here much longer.”

The jagged silhouette of an imposing armored human stepped carefully across the room, avoiding the shattered glass and other brittle debris that would no doubt give away their position. “Can you stabilize him enough to move him?”

The Exo nodded in response, “Yes, but I’ll need time, his wounds are extensive. I estimate somewhere between 4 minutes 38 seconds and 5 minutes and 12 seconds.”

“Can you get the ship spun up by then?” The Titan shifted his gaze to the figure across the room hidden by shadow.

“If he didn’t lie to us and the ship is actually ready to fly? No sweat. If he was just leading us along…” The Hunter shifted nervously and didn’t finish the sentence. Another screeching chorus echoed off the concrete. Not far off at all.

“You’ve got 5 minutes. Meet you at the ship.” The Titan clenched his fists, breaking a layer of rime that had formed from the humid air. Then he strode calmly across the room to a tear in the wall cutting from floor to ceiling that led to the main facility and stepped out into the air. A moment later the Hive’s shrieks and cries were sundered by weapons fire and shattering crystal.

Classes

Each Lightborn is their own person and each individual has their own wild and varied preferences for style, weaponry, and combat tactics. Within these differences there live some core commonalities that have come to be known as the classes of Hunter, Titan, and Warlock. There’s no official academy or certification process that doles out an ID card or tracks the career progression of a Lightborn but despite the lack of centralized coordination, almost every Lightborn finds comfort in one of these three class identities. A Class is a deeply intrinsic part of a Lightborn’s existence and rarely ever changes once that identity is found. Some ghosts claim that part of who they’re looking for is related to the ghost’s predisposition for problem solving.

Subclasses

The Lightborn’s Subclass is a specific Elemental manifestation of their Class. The universe is awash with powers both subtle and apparent; Dark or Light. When a Lightborn refines their understanding of these fundamental forces, they manifest a personalized framework of that Element. Each Subclass is a collection of rote behaviors and commonalities that tend to manifest in each Class’ exploration of an Element.

A fresh out of the grave Lightborn starts out with a single Subclass but as they grow in Power they may adopt additional ones. Starting at Power Rank 2 they may purchase access to additional Subclasses. Regardless of how many Subclasses a Lightborn has access to, they may only ever have a single Subclass and its components active at a single time. For more information on expanding your Lightborn’s powers, see Character Advancement Costs (pg. XX).

Changing your active Subclass can be done as quickly as a single Beat during combat, but exhausts all Ability Power for each of your Abilities during the change. During any Downtime Scene, it can be assumed that a Lightborn can swap between their Subclasses freely so long as there are no time constraints between each change.

Aspects and Fragments

As a Lightborn grows in Power, they gain access to Class-specific deviations within a Subclass known as Aspects, as well as lesser variations accessible to all Classes known as Fragments. Aspects and Fragments are both tied to a particular Element.

Aspects and Fragments are not immediately accessible to New Lights as they’re still raw and inexperienced with their Power. As their personal mastery grows, they are able to explore their

own unique approaches to their Abilities and they start to gain access to both Aspects and Fragments.

Power Rank 1 - No Aspects or Fragments are available.
Power Rank 2 - The Lightborn may begin purchasing Aspects and Fragments. They may have any number purchased, but at this rank they're limited to a single active Aspect as well as a single active Fragment.
Power Rank 3 - One Aspect and two Fragments may be active.
Power Rank 4 - One Aspect and three Fragments may be active.
Power Rank 5 - Two Aspects and four Fragments may be active.

Once a suitable Power Rank is achieved, the available active Aspects and Fragments become available for all of the Lightborn's purchased Subclasses. Refocusing one's approach to their subclass is touchy at best, especially when you're being shot at. Swapping any active Aspects or Fragments during a Combat Scene takes a Beat and exhausts all Ability Power for all Abilities. Like swapping an active Subclass, swapping Aspects and Fragments can be done at will during Downtime Scenes provided that the time is available to do so.

Abilities

Each Lightborn class has access to a particular set of Class and Movement abilities. These abilities are central to the themes and philosophies of each Class. In addition to their class capabilities, a Lightborn's Subclass has more particular Abilities that are tied to one of the Elements.

In order to react with split second timing in the heat of battle, Lightborn spend time practicing their Abilities until they become rote. While this helps keep them alive in the field, it does introduce complications as they try to juggle a vast array of knowledge. Swapping an Ability for another Ability accessible by your current Subclass exhausts that ability and clears its Ability Power.

An Ability may only be activated when it is Readied and each Ability has a certain amount of Ability Power required to make an ability Readied again after use. Activating an Ability depletes all of its accumulated Ability Power.

Non-Movement Abilities are activated by a Simple Power Roll with the Use Ability Action unless their rules indicate a specific Handling value. If an Ability causes damage, its Damage Type is the Element of that Subclass. Certain environmental hazards and effects like Suppressed may prevent the usages of Abilities for a time.

Class Ability

These are signature abilities that define a Class's basic behavior out in the field. While not particularly spectacular on their own, a well timed class ability can swing the flow of the fight in

the Lightborn's favor. A class ability is generally Readied after several minutes of Downtime or Travel and takes a moderately long time to recover between usages during combat. It requires 4 points of Ability Power to Ready a Class Ability. Each Class Ability has the following Keywords:

- Fast
- Reliable

Movement Ability

Movement abilities are ways to traverse the dangerous and broken terrain of the Collapsed world. Additionally, Subclass Aspects may add additional options that function as Movement Abilities. Movement Abilities are Readied any time you become Grounded unless stated otherwise and are used during Moves or Off-Beats according to their specific rules. Movement Abilities can be made unavailable like other abilities so watch out for pits covered in mysterious Hive runes. Each Movement Ability has the following keywords:

- Fast
- Reliable

Subclass Abilities

A Subclass provides a more nuanced definition of a Lightborn's relationship to Light or Dark energies and the abilities provided by a subclass are the natural expression of that nuance. A subclass provides options for Melee Abilities, Grenade Abilities, and Super Abilities.

Grenade Ability

Grenade Abilities are used for bursts of impressive damage or utility effects at opportune times. These abilities are effective at a literal throwing distance and can be used against clusters of opponents to great effect. It requires 2 points of Ability Power to Ready a Grenade Ability. Each Grenade Ability has the following keywords:

- Blunt
- Payload
- Range: Short

Melee

Melee Abilities are generally close range attacks with a short recovery time. While not as potent as other Abilities, they are a great option for buying time when dealing with a powerful opponent or finishing off a foe if you don't have a fresh magazine in your weapon. It requires 2 points of Ability Power to Ready a Melee Ability. Each Melee Ability has the following keywords:

- Blunt
- Payload
- Range: Melee

Super Ability

Super Abilities are huge shows of power that have tremendous and devastating effects. Each of these abilities has an identity of its own and varies from roaming, close ranged strikes to far reaching blasts of elemental energy. Readying a Super Ability requires the high energy of a combat situation or an extremely prominent external source of Light or Dark energy.
It requires 8 points of Ability Power to Ready a Super Ability. Each Super Ability has the following keywords:

- Blunt
- Armored 1

An active Super Ability is treated like a temporary weapon and replaces your current Active Weapon for the while it still has Handling. When a Super Ability is reduced to 0 Handling, the Lightborn immediately swaps to an Active Weapon and does not cause a Measure. Other Abilities may be activated while your Super Ability is your Active Weapon. Selecting a different Active Weapon for any reason immediately ends the Super Ability's activation and all of the Super Ability's Handling is discarded.

Hunter

“Are you sure you want to do this?” Digger’s shell twisted nervously as she orbited the cockpit in the wreckage. *“There’s this rule… well… OK, it’s not a rule, really, but… it’s… just easier to not mess with the past…”*

Her Hunter had insisted on coming back here as soon as the initial danger of his first resurrection passed. He said that it’d gnaw at him until he at least took a look around. After 2 hours of poking at the wreckage, Digger was certain that they were going to attract more attention than it was worth. She’d already scanned the jumpship and there was no way it was going to fly again.

The Hunter pushes the canopy open and slips down into the seat. Digger shifts and looks away. She wasn’t keen on seeing his corpse like that again; it was nearly too much when she found him the first time. Her Hunter works off a panel cover with his knife and blows a layer of dirt off of the access hardware. He pulls a capacitor out of his rucksack, holds it in his hands, exhales deeply, and closes his eyes. In a moment, a quiet azure sizzle flickers between his fingers and the capacitor’s indicators blink green. He holds the capacitor in place and a half dozen indicator lights across the cockpit faintly illuminate.

“Alright, see if you can get the flight logs, if you’d be so kind”, he asks.

Digger suppresses a sigh and phases into the jumpship’s data cores. They’re old, definitely pre-Collapse, but thankfully encoded in an open format. She hated encryption protocols.

“What are you looking for?” She prompts as she maps out the remaining file structures that are still accessible.

“Try the final log. I want to know what brought… him down.” He glances briefly at his reflection in the shattered canopy as he prepares for the data feed to light up his HUD.

UNIT CALLSIGN: <TIZONA-01>
TIMESTAMP-RANGE: <??CORRUPT??> - OMMITED

- -ALTITUDE: 82.01KM
EVENT <EXTERNAL IMPACT>: SOURCE <UNKNOWN>
    - STARBOARD LIFT ENGINE - SEVERITY: TERMINAL

- -ALTITUDE: 46.30KM
EVENT <CASCADE FAILURE>: SOURCE <STRESS FAILURE>
    - STARBOARD FRAME SUPPORT - SEVERITY: TERMINAL

PILOT ALERT <VITALS>: HEART RATE <HIGH-LIMIT>

- -ALTITUDE: 13.16KM
EVENT <CASCADE FAILURE> : SOURCE <FUEL IGNITION>
    - FUSELAGE - SEVERITY: TERMINAL

PILOT ALERT <VITALS>: TRAUMA <LACERATION, MULTIPLE>

- -ALTITUDE: 8.10KM
EVENT <CASCADE FAILURE>: SOURCE <STRESS FAILURE>
    - STARBOARD SUPER STRUCTURE - SEVERITY: TERMINAL

- -ALTITUDE: 576M
EVENT <IMPACT ALERT>: PROJECTION <IMMINENT>
    - AUTO-EMIT - TERMINAL DISTRESS: FREQ-EMERG-BCAST

PILOT ALERT <VITALS>: BLOOD PRESSURE <LOW-LIMIT>
    - FREQ-EMERG-BCAST RESPONSE: NEG
- -ALTITUDE: 0M

EVENT <IMPACT DETECTED>: SOURCE <TERRESTRIAL>
    - COLLATERAL DAMAGE - MULTIPLE SOURCES - SEVERITY: TERMINAL

- -ALTITUDE: 0M
EVENT <FLIGHT LOG>: SOURCE <COLLECT END>
    - FLIGHT TELEMETRY STOP

PILOT ALERT <VITALS>: BLOOD PRESSURE <LOW-CRITICAL>
    - FREQ-EMERG-BCAST RESPONSE: NEG

PILOT ALERT <VITALS>: HEART RATE <LOW-LIMIT>
    - FREQ-EMERG-BCAST RESPONSE: NEG

PILOT ALERT <VITALS>: HEART RATE <LOW-CRITICAL>
    - FREQ-EMERG-BCAST RESPONSE: NEG

PILOT ALERT <VITALS>: HEART RATE <ZERO-CRITICAL>
    - FREQ-EMERG-BCAST STOP

- -ALTITUDE: 0M
EVENT <PILOT LOG>: SOURCE <COLLECT END>
    - PILOT TELEMETRY STOP

“That’s the end of the log. I’m sorry. The rest of the core is too degraded and there’s no comm records. This is all I can recover.” Digger shifts back into her corporeal state and floats in front of her Hunter, shell shifted in concern.

“Well, I guess that settles it.” He says as he pushes himself out of the cockpit and begins to circle the wreckage and eye up anything salvageable.

“Settles what?” Digger asks as she follows.

“What was the callsign again?”

“Tizona. Why?”

“Well, you can call me that for starters. And secondly, we find a way back.”

“Oh! Yeah! Tizona! I like that! Tiz for short?” Digger swirled in excitement. She was wondering when he’d finally get around to deciding on a name.

“Works for me.”

“And what do you mean back?”

Tizona gestures at the wreck of the jumpship and then points up to the sky, determination fierce in his eyes. “We go back and find whatever took out this ship. If it’s still up there we burn a hole through it.”

Class Description

Hunters are described best as avatars of motion. Rarely is a Hunter content to keep themselves to a single location for long. Horizons are made to be crossed and the Hunter’s focus on exploration and travel keep them from settling down. Where ruins need to be swept for trouble or when a dangerous bounty needs to be tracked down deep in the wilds, a Hunter is waiting for the challenge. A Hunter’s greatest foe is boredom and complacency, the maladies that dull the edge of the abilities they’ve found through the Light and Darkness.

Hunters prefer to shape their power into bladed tools or other useful utilities and their offensive tactics trend towards highly mobile expressions of gymnastics and speed. In battle, a Hunter is either a blur of motion or a deadly burst of precision fire from a hard to reach position. They rely on hit and run tactics, preferring to reposition before the next round of return fire is inbound.

Class Item: Cloak

A cloak by definition is an outdoor garment that hangs from the shoulders. It is also something that conceals, envelops, and provides shelter from the elements. On a rare day, a Hunter may have a solid roof over their head but on most other days their shelter is what they carry with them. The cloak provides simple comfort and utility while also providing a broad surface for either camouflage or style.

Class Ability

The Hunter's trademark ability is their capacity to move themselves out of harm's way even in the most inhospitable situations. It may manifest as an acrobatic tumble, last minute leap, or gravity defying twisting flip, but in all cases results in the Hunter standing unscathed in the face of the enemy's barrage.

Acrobat's Dodge

- Gunslinger Only

A Hunter is never feckless. They are the inspiration and their glory extends to all. Activate before an Opponent damages you to ignore all Hits and Precision Hits from that weapon or ability and may make a Free Move in your Zone. All Allies in your current Zone gain Radiant.

Gambler's Dodge

A Hunter's edge is never dull. They are the blade and with but a brief motion, the empty sheath is filled with a sharp edge. Activate before an Opponent damages you to ignore all Hits and Precision Hits from that weapon or ability and may make a Free Move in your Zone. Ready your Melee Ability if there is one or more Opponents in your Zone.

Marksman's Dodge

A Hunter is never without a readied weapon. They are the weapon and all it takes is a flash of movement to shift from an empty magazine to a full chamber. Activate before an Opponent damages you to ignore all Hits and Precision Hits from that weapon or ability and may make a Free Move in your Zone. You may make a Free Reload for your active weapon from Reserves.

Movement Ability

The only thing a Hunter can count on when surrounded by dilapidated ruins or alien architecture is their own natural athletics. Their power remains solid under their feet, ready to engage at all times. Floors may crumble and trap doors may spring at any time but to the Hunter, the air itself is enough of a surface to leap from at a moment's notice. The Hunter's Movement Abilities are variations on mid-air jumps.

Blink

- Requires Arcstrider
- Readied 2

Warlocks may say that Hunters stole the ability to Blink from them but the reality is that Hunters always knew how to move like lightning. Start each Combat Scene with Blink Readied twice. Blink regains one Ready on each of your Off-Beats while not Airborne. Once per Off-Beat while Airborne you may activate Blink to negate a single Hit and make a Free Move in your current Zone. Once per Beat while Airborne you may activate Blink to make a Free Move without becoming Grounded and may ignore 1 point of any Complication.

High Jump

This comes in handy whenever one of your fireteam uses the phrase “No way is someone getting up there.” While Airborne, you may make a Free Move that ignores up to 3 points of Vertical Complication before becoming Grounded.

Strafe Jump

For the times when you’re going left and you really need to go right in a hurry. While Airborne, you may make a Free Move before becoming Grounded, this Move may ignore up to 2 points of Acrobatic Complication.

Triple Jump

This strategy is to cover the times when your enemies missed the first and second awesome jumps that you performed. Twice per Airborne, you may make a Free Move that may ignore 1 point of Vertical Complication before becoming Grounded.

Hunter Subclasses

Arcstrider (Arc)

A Hunter’s mastery of Arc transforms them into a living current that flows through the spaces between their enemies. They call electricity to their fingertips to disrupt and blind their opponents while shifting the energy of the battlefield to enhance their abilities. The Arcstrider moves like lightning and strikes down foes with flashes of brilliant teal.

Aspects

The Arcstrider’s aspects channel Arc energy into devastating enhancements.

Ascension

- Class Ability
- Reliable
- Fast

Manifesting their conductive Arc Staff momentarily, the Hunter pulls themselves rapidly upwards through the air, leaving a curtain of lighting that descends onto Allies and Opponents beneath them. When activating Ascension you gain the benefit of your Class Ability, become Airborne, and you may make a Free Move within your current Zone. All Allies in your current Zone gain Amplified. All Opponents in your Zone receive an Impact 1 Arc, Jolt Hit.

Flow State

The battlefield is a roiling cloud charged and ready to be exploited. The Hunter twists this energy into themselves and taps it for their own defense.

Gain Amplified whenever you defeat a Jolted Opponent. Once per Measure, when you gain Amplified, gain +1 Class Ability Power. Once per Measure, while Amplified, you may make a Free Reload. While Amplified, you have Armored 2 until your next Beat when you Sprint.

Lethal Current

- Duration: Measure

The Arcstrider's dodge charges their body, allowing them to release it as a chain of electricity into their next strike. Your first Strike Hit spent for Impact after activating your Class Ability gains Jolt, Range: Short, and generates an Impact 2 Arc Hit on the next closest Opponent in the Zone. This Hit also Blinds Jolted Opponents.

Tempest Strike

- Melee Ability

The stored energy within the Arcstrider bursts out in a line, shocking everything in its path. Activate after using the Sprint action on your previous Beat. On a Hit, Target an Opponent in your current Zone and generate an Impact 4 Arc, Jolted Hit against that Opponent and each Opponent in line between your location and the Opponent's location. Gain +1 Armored until the end of your next Off-Beat. Gain a stack of Bolt Charge for each Tempest Strike Final Blow against a Jolted Opponent.

Melee

The Arcstrider's melee attacks forgo the standard knife, utilizing their even quicker Arc charged fists.

Combination Blow

- Impact 5
- Duration: Measure

A quick series of hits that bleeds momentum from your opponents to power successive strikes. On a Hit, gain +2 Impact on all Range: Melee Actions. On Final Blow, gain a Free Regen Action and 2 Class Ability Power.

Disorienting Blow

- Blind
- Impact 4
- Blast 2

A vital strike that rips the sight from the target and charges the Arcstrider's motion. On a Hit, gain Amplified and 2 stacks of Bolt Charge.

Super

The Arcstrider's ultimate displays of power are part lightning rod and part rolling thunder.

Arc Staff

- Block

- Handling 15
- Impact 4
- Range: Melee

The Hunter coalesces raw power into a bladed staff of solidified energy and roams the battlefield as an Arcing dervish. Once per Beat, while Airborne, spend a Hit to become Grounded and generate an Impact 8 Arc, Blast 2, Blinding Hit on one Opponent in your Zone. Once per Off-Beat, spend 1 Handling to reduce the Hit Quality of an Opponent's Hit and make a Free Move within your Zone. While Blocking, you may redirect each Hit to an Opponent in Short Range, and each Precision Hit to an Opponent in Medium/Short Range, each deflected Hit grants a stack of Bolt Charge.

Gathering Storm

- Blast 3
- Impact 10
- Range: Medium

The Hunter manifests a spear of Arc energy and hurls it at their target and calls down a volley of overcharged lightning strikes that continues for several seconds. On a Hit, place an Storm Staff token in the targeted Zone, or attach it to Powerful or Boss Opponent. If attached to an Opponent, the staff moves with the Opponent.

Storm Staff Token

- Duration: Any Measure

The manifested Storm Staff continually draws lighting strikes into itself and whatever it's embedded in. When created, generate an Impact 20 Arc, Delayed 1 Hit on each Opponent in the Zone. On each Off-Beat, each Opponent in the Zone receives an Impact 2 Arc, Jolted Hit.

Storm's Edge

- Blast 2
- Handling 6
- Impact 10
- Payload 1
- Range: Medium or Long

The Arcstrider overcharges their knife and flings it across the battlefield, teleporting the Hunter along with it for a whirling follow-up, again, and again. On a Hit, change your location to be in Melee Range of the targeted Opponent or Zone. On a Miss, change your location within your current Zone.

Gunslinger (Solar)

A Solar Hunter is an iconic visage of justice and vengeance.Their array of knives, blistering marksmanship, and stylish expression commands the battlefield's attention. There is no consideration for subtlety when a Gunslinger calls on their reserves of power to ignite their foes in a blaze of gunfire and explosives.

Aspects

A Gunslinger's aspects focus on martial efficacy and explosive results.

Gunpowder Gamble

- Stack 6

Sometimes you need to scrounge a bit and find the right moment to really pop off. A Gunslinger can siphon the heat of the battlefield and condense it into a properly large explosive to be deployed at exactly the right time. Each of your Solar Ability, Scorched Opponent, or Solar Weapon Final Blows grants a stack of Gunpowder Gamble. At max stacks, you gain Grenade Ability - Dynamite Bundle. Lose all stacks of Gunpowder Gamble when you activate Dynamite Bundle and you may not gain stacks of Gunpowder Gamble until the start of your next Beat.

Dynamite Bundle

- Blast 3
- Duration: Any Measure
- Grenade Ability
- Impact 12
- Range: Medium
- Token

A cobbled together, highly unstable bundle of Solar energy fashioned into an improvised, throwable explosive. On a Hit, attach the Dynamite Bundle Token to the Opponent or Zone. The token lasts until its duration expires or any Ally spends a Hit to detonate the bundle. If attached to an Opponent, that Opponent takes full Impact. Hits from the Activation roll may be used for Range as well as detonating the bundle.

Knock 'em Down

Nothing's worse than a bad performance in front of a crowd. Your shows of power are practiced and without peer. When a Gunslinger brings the heat, their opponents don't get back up.

- Golden Gun: Dead Shot - Gain gain Armored 2 while Dead Shot is active.
- Golden Gun: Marksman - Gain a Free Aim Action while Marksman is active.
- Blade Barrage gains +4 Handling.

While Radiant, twice per Beat, your Melee Ability Final Blow grants +1 Melee Ability Power.

On Your Mark

- Stack 3

The expertise of the Gunslinger is so potent that simply being in the presence of their skillful display enhances the fireteam's ability to handle their weapons. On a Precision Final Blow, all Allies in your Zone gain a stack. When Activating your Class Ability, all Allied Lightborn in your Zone gain 3 stacks. Once per Beat, remove a stack to gain +1 Hit Spread and +1 Handling on a Fire Weapon Action.

Melee

A Gunslinger wouldn't dare put their hands in peril unless it was an absolute necessity, especially when there are so many options that can be thrown from a distance.

Knife Trick

- Ignore Payload
- Impact 2
- Range: Short

A quick fan of flaming knives to get an aggressive group to back off for a moment. On a Hit, Opponent gains a stack of Scorch.

Lightweight Knife

- Ignore Blunt
- Impact 3
- Range: Short or Medium
- Rapid
- Readied: 2

For times when you don't want your knives to compete with the flashiest thing in the room, which of course would be you. On a Precision Hit, you gain Radiant.

Proximity Explosive Knife

- Range: Short
- Impact 2

Not much is better than a knife, but a knife with a bomb in it is a good start. On a Hit attach a Proximity Explosive to the Opponent. If the knife missed the opponent, defeated the opponent, or targeted the Zone deliberately, place a Proximity Explosive in the Zone.

Proximity Explosive

- Blast 2
- Duration: Any Measure
- Impact 2
- Motion Activated
- Token

A timebomb with a sharp edge.

Weighted Throwing Knife

- Impact 3
- Range: Short
- Sharp

Some of the nasties you come across don't pick up on a flaming hint and you need a bit more mass to get the point through. On a Precision Hit, Ignite a Scorched Opponent and then apply a stack of Scorch.

Super

There's nothing more awe inspiring than a Gunslinger unleashed, ask any Gunslinger you know and you'll get the same answer.

Blade Barrage

- Blast 1
- Handling 8
- Impact 6
- Instant
- Range: Medium

Leap into the air, just so everyone can see that cloak, and unleash two quick barrages of flaming throwing knives at the slack-jawed onlookers. On a Hit, Opponents gain 2 stacks of Scorch.

Golden Gun: Deadshot

- Handling 6
- Impact 10
- Range: Short
- Scorch

A Hand Cannon made of golden fire, quick-drawn and ready to hammer out flaming death. Gain +1 Handling for each Ignition Final Blow during your Beat when Deadshot is active. Deadshot has +2 Impact while you are Radiant.

Golden Gun: Marksman

- Handling 3
- Impact 5
- Range: Medium
- Sharp

A Hand Cannon made of golden fire, in the hands of a patient predator. This Golden Gun puts holes in the most damaging places. Golden Gun's Impact is increased by Radiant and each Precision Hit spent for damage increases its Impact by 5 until the end of the Beat. Generate an Orb of Power for each Precision Hit spent for damage.

Revenant (Stasis)

To master Stasis is to master one's self and the world around you. The Hunter that walks the path of the Revenant embraces the chill of self-control to become a methodical warrior, creating their own opportunities and exploiting the foes that become caught in their frigid wake.

Aspects

The Revenant's aspects punish those that linger too long in the range of their frosty designs.

Grim Harvest

Cutting down a foe with blades of willpower reinforces one's place in the universe, sharpening them so they can cut again. Up to 5 times per your Measure, generate a Stasis Shard in addition to rolling for Drops when you defeat a Slowed or Frozen Opponent. Gain a stack of Frost Armor and restore 1 Heath or Shield whenever you collect a Stasis Shard.

Shatterdive

- Movement Ability
- Requires Airborne

The Hunter falls from the sky, sending out a shockwave that shatters layers of Stasis and opponent alike. Move to a position within the current Zone, become Grounded, and Shatter all Stasis Crystals and Frozen Opponents in Melee range.

Touch of Winter

The Hunter pulls from their deepest truths to enhance their grenade's effectiveness. Your Stasis Grenade abilities gain the following functionality:

- Enhanced Glacier Grenade - On a Hit, generate a ring of 7 Stasis Crystals within Melee Range of each other within the targeted Zone.
- Enhanced Duskfield Grenade - Duskfield affects all Opponents in the Zone and generates a Stasis Crystal when the Token is generated.
- Enhanced Coldsnap Grenade - Coldsnap Grenade generates 2 Snap Seekers when an Opponent is Frozen and generates a Stasis Crystal at the Opponent's location each time an Opponent gains Snap Seeker.

Winter's Shroud

Foes that are too close and too greedy find themselves wrapped in a chill embrace as the Hunter slips away. When you activate your Class Ability, all Opponents in the Zone gain Slowed. Gain +1 Class Ability Power and +1 stack of Frost Armor if your Class Ability Slows an Opponent.

Melee

The Revenant's willpower is cast forward unto others to debilitate and prepare them for further harm.

Withering Blade

- Impact 2
- Ignore Payload
- Rapid
- Range: Short
- Readied 2
- Slowed

A Stasis Hunter can manifest a thin, ricocheting shuriken of Stasis to hobble or detain foes.

Super

A Revenant unleashed is a creeping maelstrom that halts everything it touches.

Silence and Squall

- Impact 6
- Instant
- Range: Medium

Throw a pair of Stasis kama, one to freeze, and the other to create a Stasis whirlwind that seeks out and withers those that stand in its path. On a Hit, all Opponents in the targeted Zone are Frozen. Place a Stasis Squall in Range: Short of the targeted Zone. If no Hits were generated, the Stasis Squall is placed in your current Zone.

Stasis Squall

- Duration: Handling 12
- Payload 3
- Token

A twisting vortex of freezing energy and jagged chunks of Stasis that is attracted to near-by foes. If no Opponents are in the current Zone at the start of the Off-Beat, move the Squall one Zone towards the nearest Opponent. On each Off-Beat, spend Stasis Squall Handling to generate Impact 4 Stasis, Slowed Hits.

Threadrunner (Strand)

Connecting with Strand allows the Hunter to move along the threads of reality and take them in hand to move with unparalleled freedom or lash them out towards their foes. Manipulating the Weave grants access to utility that the Threadrunner can use to manipulate the battlefield and tear apart their enemies.

Aspects

A Threadrunner’s aspects twist the battle lines in their favor.

Ensnaring Slam

- Class Ability
- Requires Airborne

What comes down, sends everyone up. The Hunter falls through the Weave and hoists their enemies into the air around them. While Airborne you may activate your Class Ability to gain its benefits as well as become Grounded at a location in your current Zone and the closest 6 Opponents receive an Impact 1 Strand, Suspend Hit.

Threaded Specter

- Duration: Any Measure
- Health 3
- Intentionally Explosive (Strand)

- Token

Misdirection and survival go hand in hand. A hostile force focused on other things leaves the Hunter able to reposition and re-engage from a better angle. It's even better if that distraction is packed with semi-sentient explosives. When you activate your Class Ability, create a Threaded Specter at your location. Actions against Allies in the same Zone as the Specter target the Token. Generate 2 Threadlings at the Specter's location when it is Defeated.

Whirling Maelstrom

Tangles are highly concentrated potential Weave energy and with the right nudge, that energy can be turned into a whirling disk of violent Strand that seeks out and shreds near-by hostiles. Once per Measure, when you defeat a Tangle, place a Maelstrom Token in the Zone where the Tangle was defeated.

Maelstrom Token

- Duration: Any Measure

This rapidly fraying Tangle seeks out targets and lashes out at any foe near it. At the start of each Off-Beat, each Opponent in Melee Range receives an Impact 2 Strand, Unravel Hit. If the Maelstrom Token is not in Melee Range of an Opponent, it may make a Free Move towards the closest Opponent.

Widow's Silk

Hunters have long been the pathfinders of the Lightborn and the Threadrunner exemplifies this, able to create opportunities for other Strand-users in their fireteam. Your Grenade Ability gains an additional Ready. When your Grapple Hits a Zone, generate a Tangle at a location in that Zone. Any allies that Grapple to your Tangle immediately ready their Grenade Ability.

Melee

A Threadrunner uses their Strand to strike at the foes around them through the Weave.

Threaded Spike

- Ignore Barrier and Payload
- Impact 3
- Range: Short or Medium
- Sever

Hurl a bladed spike that travels along the Weave and seeks out adversaries by riding the unseen connections between them before eventually returning. Gain +1 Melee Ability Power when you generate a Precision hit and 2+ Opponents are Hit in a single Beat. Each Opponent may only be Hit once by Threaded Spike per Beat.

Super

A Threadrunner fully in-tune with the Weave is able to dance through reality and cut down their foes.

Silkstrike

- Handling 15
- Impact 4
- Overpenetrate
- Range: Short

Manifest a Rope Dart to rapidly move around the field of battle, lash out at groups of foes, or strike individuals with razor precision. Ready your Grapple Grenade on each of your Off-Beats while Silkstrike is active if you are Grounded. Once per Beat, spend 2 Hits to generate an Impact 4 Strand Hit on each Opponent in your Zone.

Nightstalker (Void)

A Hunter reaches out to Void when they no longer wish to be seen and their enemies' defenses need to be sundered. The forces of entropy are used to safeguard their fireteam and slip by hostile forces without detection. The Nightstalker strikes like a phantom and fades from sight, relentlessly stalking their prey.

Aspects

The Nightstalker's aspects allow them to remain unseen as easily as breathing.

On the Prowl

Once you're on your prey's trail, nothing will stop you. When you gain Invisibility, if there is no Prowl Target selected, a non-Boss Opponent at Medium Range or further gains Prowl Target. If there are no Opponents available at those ranges, the Storyteller may select any Opponent. Whenever a Prowl Target is defeated, place an activated Snare Bomb Token at their location. Once per Snare Bomb, Allies in the token's Zone may gain Invisibility. Additionally, when a Prowl Target is defeated, Allies in your Zone gain +1 Handling for their Active Weapon and gain 1 Ability Power for their least Readied Ability.

Stylish Executioner

What you can't see can still be absolutely lethal to you.The Nightstalker exploits their foes' senses to gain the upperhand. Once per Measure, gain Invisibility when defeating a Suppressed, Weakened, or Volatile Opponent. While you have Invisibility, your next Melee Ability or Strike Action has Enhanced Hit Quality, Sharp, and Weaken.

Trapper's Ambush

- Melee Ability
- Requires Airborne

The Hunter falls like a shadow, enveloping friend and foe in a plume of Void energy. On a Hit, make a Free Move to any location in your current Zone and become Grounded, otherwise become Grounded at your current location. All Allies now in Melee Range gain Invisibility until the end of their next Beat. All Opponents in Melee Range receive an Impact 1 Weaken Hit. When using your Snare Bomb Melee Ability, your Snare Bomb Token grants Invisibility to any Allies in Melee Range of the Token.

Vanishing Step

You can't hit what you can't see, but then again, they couldn't hit you in the first place. You gain Invisibility after activating your Class Ability.

Melee

The Nightstalker uses Void to place hazards throughout the battlefield.

Snare Bomb

- Range: Short

The Hunter hurls an unstable globe of Void that erupts when enemies come too close. On a Hit, place a Smoke Bomb Token in the Zone or activate it on an Opponent in range.

Snare Bomb Decoy

- Duration: Measure
- Motion Activated
- Token

An invisible package of Void Light that confuses enemy sensors while it idles. Treat the Snare Bomb Decoy as a Lightborn when Opponents are making Moves. When activated, refresh the Decoy's Duration. On each Off-Beat while the Decoy is active, generate an Impact 1 Void, Weaken Hit on each Opponent in the token's Zone.

Super

The Nightstalker is the herald of oblivion when they unleash their full potential.

Shadow Shot: Deadfall

- Blast 2
- Impact 20
- Instant
- Payload
- Range: Medium

The Nightstalker unleashes a powerful anchoring shot from their Void bow. Upon impact it reaches out with grasping tendrils that expose adversaries to the Hunter and their fireteam. On a Hit, you may place an Anchor Token in a Zone, paying Range costs, or at a targeted Opponent's location. If no Hit is scored, the Anchor Token must be placed in Nightstalker's current Zone. The Anchor Token activates immediately if this ability hits a targeted Opponent.

Shadow Shot: Moebius Quiver

- Impact 8
- Ignore Payload
- Range: Short or Medium
- Volatile

The Hunter uses their Void bow to barrage their foes with volleys of Void tethers that weaken and destabilize their foes. An enemy struck by multiple tethers faces almost certain doom. On a

Hit, place an activated Anchor Token at the Opponent's location. Moebius Quiver gains Enhanced Hit Quality and Sharp against Tethered foes.

Shadow Shot Anchor

- Duration: Measure (if idle), Any Measure (if Activated)
- Motion Activated
- Token

A pulsating sphere of volatile Void energy that reacts to any nearby Opponents. When activated, all Opponents in the Zone gain Tethered as long as they stay in the Zone. When an Opponent is tethered by the Anchor Token, it receives an Impact 2 Void Hit. A Tethered Opponent gains Weakened and Suppressed. The first 3 Defeated Opponents generate a Power Orb instead of rolling for Drops.

Spectral Blades

- Handling 15
- Impact 4
- Range: Melee

The Nightstalker wreaths themselves in Void and creates a pair of entropic daggers in their hands. Gain Invisibility when activating this ability. Your attacks gain Sharp while you have Invisibility. While Spectral Blades is active you may Heavy Strike by spending 2 Hits to gain Invisibility and generate an Impact 12 Void, Weaken Hit on an Opponent in Melee Range.

Titan

Sixty. That's how many times they've been resurrected; how many days they've been in this basement. The routine Anvil has settled into is as follows: he resurrects his Lightborn and gets out of sight before the goons show up, the boss man walks in and makes a threat or an offer, Demi recommends that they be released, boss man laughs and leaves, goons shoot Demi in the head, and because something in the area is getting in the way, it takes Anvil a day to build up enough Light to try again.

At first, the raiders tried burying Demi because they didn't know any better. They'd found some ill-equipped traveler on the road and decided to have some fun with them. After that resurrection and the loss of a few of their membership they got wise and welded some iron bands around the corpse before stringing it up in what might have been a meat locker or a vault in some distant age. Since then, the same exercise has played out each and every day.

Day 61. Anvil zips in through the shadows and brings Demi back into the world. They don't even flinch or groan at this point and Anvil nods approvingly.

"So what's the plan here?" Anvil whispers inside Demi's head. *"If you're trying to prove you're tough, you've made your point. You can take a hit. I get it. I think that's one of the reasons I picked you."* Anvil shifted his solid brick of a shell as he looked around the room. *"But you've had enough, right?"*

Demi opened their mouth to speak but was interrupted as the lock of the locker door started to shift.

"Just let me know if you want a break, I can come back in a couple of days, maybe a month or whatever, give them time to forget or lose interest or think…"

The lock finally disengaged and the door started open. Anvil decompiled back into the shadows with a frustrated huff as the crew members moved in, handguns trained on the hanging form in the center of the reinforced room.

"Morning, freakshow." A taller, well-built and slightly better tailored man said as he stepped through the goons. One of the crew at the back of the room flipped a switch and a single bright bar lamp in the ceiling ignited.

"You're not going to stay dead. You're not going to join us. You don't make any demands. You don't complain. You don't even flinch anymore", the leader said as he paced the width of the room, "We spend a bullet every day and that might not sound like a lot to you, but we've got to look at the bigger picture. The long term. You see the situation I'm dealing with?"

Demi watches the man with the same indifferent, seeking look that they've settled into over the past few weeks. None of their terms have been acceptable and today's offerings don't appear to be going in a new direction so no need to make a fuss.

"We think we figured it out. It's something to do with that little gray cube that shows up every now and again right?"

Demi narrows their eyes just a touch. The captors have decided to take negotiations in an unacceptable direction.

"Ah, so that does mean something", the leader says as he leans into the conversation, though still at least a solid meter away from where Demi is hanging. "We don't know what it is or how it works, but we figure we can haul in enough explosives to take out the both of you at the same time."

The boss lets the threat hang in the air with the make-shift cage and prolific amount of dust. The silence is only broken by some light shuffling of feet and an uncomfortable clearing of a throat. Several glances are exchanged between the goons who weren't certain of how this was going to play out. Demi hadn't yet clued in the leader that they'd just now come to a decision and the entire power dynamic had just shifted.

"Nothing?! I even threaten your little flying toaster and still with the silent disrespect." The leader almost shakes with visible frustration. "Fine. We'll let you stew on it for a couple days while we go shopping. Make sure we get just the right kind of stuff to make it special. Maybe we can get our hands on some of the fuel the Cabal have, bet that'll cook up real nice."

Demi keeps their gaze passive and unrelenting. They know what's coming next but today it's going to be different. They're not sure how they know, they just feel it. The bell was rung and there wasn't any going back. They watch as the leader turns their back, throwing on a coat of stinking leather and bravado before walking out of the room maybe just a step too quickly.

"Do it." He commands and one of the goons steps forward, chambering a round in a heavy revolver. They raise their weapon to Demi's forehead with only the slightest tremble to their hands, exhale, and squeeze the trigger. The shot fills the room with a deafening blast of noise and almost everyone flinches at the shot. The would-be murderer turns and takes a step away from the hanging cage to find the crew in a mix of fear and disbelief.

"Boss." one of the crew says just above a whisper, then louder when there's no response, "Boss!"

"What?!" the leader snarls as he spins towards the goon.

"The bullet didn't work."

In the cage, in their skull, instead of the obligatory bullet hole, is a chip of deep blue ice just under the split of the skin. Demi lets out a long exhale, their breath coming out in a wispy, frigid billow and as a thin layer of hoar frost begins to creep into the metal bindings, after 61 days, Demi lets a grim smirk set through their lips. Today was going to be different.

Class Description

A Titan in defense of their charges does not stand on a wall. This implies that they are two separate things and that one of them may be moved. This is incorrect. The Titan is the wall; the final barrier of protection, and they do not break. This does not mean that they are passive, detached, or complacent in the face of opposition. Indeed the opposite is true, a Titan is an unending font of duty, fury, and inevitability; more avalanche than glacier. Those that fall under a Titan's care find themselves in the aura of unyielding inspiration and protection.

Titans mold their Light and Darkness into tidal forces and crash into their opponents knowing that the world moves when they swing their fist. On the battlefield, they carve out their own territories through persistence and power while holding their position with unshakeable fervor. Titans excel at staking out territory during a fight and refusing to let it go.

Class Item: Mark

The best battle to win is the one never fought. Removing one's foes from the field of battle through sheer audacity alone is a tactic that a Titan employs fully. The Titan's pride is simultaneously shield, sword, and banner. It is a tool to be employed just as readily as a firearm and is presented as such. The mark that a Titan wears at their waist is a testament to the battles they've endured and a warning to those that seek to harm them or anyone that stands with them.

Class Ability

The Titan does not choose when a foe may strike, but their signature ability ensures that they are always ready to impose themselves between the oncoming danger and remain standing when it hits. The barriers that they create may manifest as a full interposition or a tactical regrouping point and each time they're deployed they represent a refuge in the midst of conflict.

Rally Barricade

- Duration: Measure

The difference between a retreat and a turnabout is simply a Titan's decision to remain where they are. Place a Barrier Token with 20 Health in Melee Range. Non-Precision Hits targeting Allies in Melee Range of the Barrier are applied to the Barrier first. While in Melee Range of the Barrier, Allies gain +1 Hit Spread while Aiming and may make a single Free Reload, once per Barrier.

Thruster

- Striker Only

Those that mistake a Titan's bulky silhouette as an impediment to motion quickly learn as their shots find purchase on nothing but a statically charged atmosphere. While Grounded, you may activate your Class Ability to reduce Hit Quality on all attacks against you this Off-Beat, and you may make a Free Move within your current Zone.

Towering Barricade

- Duration: Measure

A Titan and their fireteam are never caught without cover as this full height wall of solid light can be deployed anywhere when needed. Place a Barrier Token with 40 Health in Melee Range. Attacks targeting Allies in Melee Range of the Barrier are applied to the Barrier. Weapons and Abilities may not cross the Barrier, but it does not prevent Moves. Opponents moving into Melee with the Barrier suffer Impact 3 and are Staggered.

Movement

A Titan relies on generating momentum whenever and wherever it's needed. Whether it's repositioning to prevent an opposing force's maneuvers or charging shoulder first into an entrenched firing line, the Titan's armor and power assisted thrusters propel them across terrain with unwavering locomotion. The Titan's Movement Abilities are a variety tuned propulsion jets that allow for a mix of rapid motion and tactical descent.

Catapult Lift

Opponents often attempt to keep themselves at a distance in order to maintain a tactical advantage. Deny them. Once per Airborne, gain 2 stacks of Gliding. While Airborne, you may ignore 1 point of Vertical Complication in your current Zone.

High Lift

Superior vantage points are often found above your enemy's position. Do not waste this advantage. Once per Airborne, gain 1 stack of Gliding. While Airborne, you may ignore 3 points of Vertical Complication in your current Zone.

Strafe Lift

Your aerial position is frequently challenged by enemy fire. Refuse to accommodate them. Once per Airborne, you gain 1 stack of Gliding. While Airborne, you may ignore 1 point of Acrobatic Complication and/or 1 point of Vertical Complication in your current Zone.

Titan Subclasses

Striker (Arc)

When charged with Arc energy, the Titan is a looming thunderhead moving unchecked across the battlefield. They channel their power to ensure they're where they're needed, heedless of

their opponent's numbers. A Striker breaks apart battle lines with a combination of raw determination and shock and awe.

Aspects

The Striker's aspects project Arc energy into lethal breaching tools.

Juggernaut

The storm is your shield and you carry it with you when you charge into the fight. Gain Arc Overshield equal to your Resilience + Power Level (twice your Power Level while Amplified) that lasts until your next Beat when your Class Ability is Readied and you change Zones with Handling. Fully deplete your Class Ability Power if the Overshield is broken. Once per Beat, when your Juggernaut Overshield takes damage without being Broken, gain a stack of Bolt Charge.

Knockout

Finish the fight before your opponent knows what hit them. On your next Beat after Breaking an Opponent's Shields or making an Opponent Wavering, your Melee Ability and Strike Actions gain +2 Impact and gain Reach. Melee Ability or Strike Final Blows recover damage equal to your Recovery (+2 if the Opponent was Powerful) and grant Amplified.

Storm's Keep

The storm is your castle and its fury is your shelter. Allies in your Zone gain 3 stacks of Bolt Charge when you activate your Class Ability. Allies in Melee Range of your Barricade gain a stack of Bolt Charge on their Off-Beat and may trigger Bolt Charge's discharge effect with any weapon damage.

Touch Of Thunder

Containing the storm won't dispatch your foes, unleash it and scatter them. Your Arc Grenade Abilities have the following additional functionality:

- Flashbang Grenade
    - You may generate an Impact 0, Blast 2, Blind Hit in your current zone before spending your Hits for activating Flashbang Grenade.
- Pulse Grenade
    - On Off-Beat 1, this grenade gains: generate an Ionic Trace on its first Hit per Off-Beat.
    - On Off-Beat 2, this grenade gains: +1 Impact.
    - On Off-Beat 3, this grenade gains: +1 Impact and generate an Ionic Trace on its second Hit per Off-Beat.
- Lightning Grenade
    - Lightning Grenade may be Readied twice.
    - An Opponent damaged by Lightning Grenade gains Jolted.
- Storm Grenade
    - Your Storm Grenade Tokens are generated with +3 Handling Duration and gain:

    - If no Opponents are in the current Zone, the token must be moved one adjacent Zone towards the closest Opponent.

Melee

A Striker combines motion and Arc energy into powerful discharges that level opponents.

Ballistic Slam

- Blast 3
- Impact 2
- Knockback 1

Streaking down from the sky, the Titan lands like a devastating meteor. Ballistic Slam may only be Activated if you are Airborne and used the Sprint action on your previous Beat. Ballistic Slam gains +2 Impact for each unique Zone exited during your Sprint action. Gain 2 stacks of Bolt Charge for each Opponent damaged by Ballistic Slam.

Seismic Strike

- Blast 2
- Blind
- Impact 6

The Titan converts their considerable momentum and Arc energy into an aggressive slam. Seismic Strike may only be Activated if you used the Sprint action on your previous Beat. If you are Amplified, Seismic Strike applies Blind to all Opponents in the Zone.

Thunderclap

- Blast 1 (2 if Held for 3 Off-Beats)
- Impact: 2 + 6 per Off-Beat Held (Max 3 Off-Beats)
- Range: Melee, or Short if held for at least 2 Off-Beats

The Titan becomes a living capacitor, overcharging their fist to deliver a wave of annihilation. May only be used while Grounded. When Activated, on a Hit you may choose to Hold Thunderclap. While Holding, you gain +2 Armored and you may not make any other Actions. You may Release Thunderclap on any Off-Beat to target an Opponent. You lose your Hold if you become Suppressed, Frozen, or Suspended.

Super

An unleashed Striker leaves a wake Arc-laden destruction as they crash into enemy lines.

Fists of Havoc

- Handling 8
- Impact 6
- Range: Melee

The armored fists of the Titan become overloaded with Arc energy, resulting in an electrically fueled rampage that leaves aftershocks wherever the Titan slams into the ground. Once per Beat, while Airborne, you may spend 2 Hits to become Grounded, generate an Impact 6 Arc

Blinding Hit on each Opponent in Melee Range and an Impact 3 Arc Hit to each Opponent in the Zone, and place a Thunderstruck Token in the Zone if it does not have one.

Thundercrash

- Blast Zone
- Impact 30
- Instant

Those that follow the Code of the Missile transform themselves into a living projectile of Arc energy and send themselves fist first into battle. Gain a number of Free Moves equal to 1 + each Hit (or 2 for each Precision Hit) rolled when Activating, to a maximum of 5. These Free Moves must be used immediately. Targets must be chosen in the final Zone that you move to. Place a Thunderstruck Token in the Zone if it does not have one already.

Thunderstruck Token

- Duration: Any Measure

The ground in this area is super-charged with Arc energy and sends bolts running through anyone foolish enough to remain within. On each Off-Beat, generate an Impact 2 Arc Hit on each Opponent in the Token's Zone.

Sunbreaker (Solar)

The raw heat and fury commanded by the Solar Titan can dwarf the stars themselves and drown everything around them in a sea of flames. Wherever the Sunbreaker treads, they bring fiery calamity with them to purge the battlefield.

Aspects

A Sunbreaker's aspects intensify the fury of their flames.

Consecration

- Ignite
- Ignore Payload
- Impact 2
- Melee Ability Action
- Range: Short

The Sunbreaker can channel their flames into a raging combo to launch themselves into the air and bring down a rain of fire with them. You may only activate this ability after using the Sprint action on your previous Beat. Gain Airborne and a Free Move within your current Zone when you activate this ability and the closest 3 Opponents receive an Impact 1 Solar, Scorch Hit. Applying a Hit for Impact also Shatters any Stasis Crystals in Melee Range.

Roaring Flames

- Duration: Any Measure
- Stack 3

Heat begets heat. A Solar Titan may fuel their energy from the burning flames around them. Gain a stack of Roaring Flames for each of your Solar Ability or Ignition Final Blows. Your Solar Abilities gain +1 Impact for each stack of Roaring Flames.

Sol Invictus

A Sunbreaker may choose to let their flames run wild and cover the battlefield. Your Solar Ability Final Blows, Hammer of Sol Hits, or Scorched Opponent Final Blows create a Sunspot in the Opponent's Zone if one doesn't exist. Once per Beat, your least Readied Ability gains +1 Ability Power and gain +1 Restoration Handling when in Melee Range with a Sunspot. Once per Beat, your active Solar Super Ability gains +1 Handling when in Melee Range with a Sunspot.

Sunspot

- Duration: Any Measure
- Token

The ground is covered in roiling flame, burning anyone foolish enough to attempt withstanding the heat. Any Opponent in Melee Range of a Sunspot during an Off-Beat receives an Impact 2 Solar, Scorch Hit.

Melee

The Sunbreaker does not tarnish their fists when in close combat and instead relies on hammers of solid Solar energy.

Hammer Strike

- Blast 3
- Impact 4

When the Titan's hammer connects with an enemy, it explodes in a violent spray of flaming shrapnel.

Throwing Hammer

- Impact 4
- Range: Short
- Token

This marginally lighter hammer is formed with intent to be hurled at near-by foes. On a Hit, place the Hammer at an Opponent's location. If the action misses, place the Hammer token in a Medium Range Zone in the direction of the target without applying Impact. Gain +1 Melee Ability Power when the Hammer is collected, and make a Free Regen if it initially Hit.

Super

At their zenith, the Titan splits the sun open with their hammer and turns the field of battle into a raging inferno.

Burning Maul

- Handling 8

- Impact 8
- Range: Melee

The Sunbreaker magnifies their flame and fury into a massive, crushing hammer to reduce their opponents to cinders. Create a Sunspot at your location when you activate Burning Maul. Once per Beat, spend 1 Hit to make a wide swing to generate a Half Impact Solar Scorching Hit to all Opponents in Melee Range. Once per Beat, you may spend 2 Hits to slam the ground and create a Vortex of Flame.

Vortex of Flame

- Duration: Measure

A swirling cloud of heat and flame that seeks out nearby foes. On each Off-Beat, if the Vortex is not in Melee Range of an Opponent, move it one Zone towards the closest Opponent, or into Melee Range if an Opponent is in its Zone. Any Opponent in Melee Range of the Vortex receives an Impact 1 Solar Scorching Hit.

Hammer of Sol

- Blast 1
- Handling 8
- Impact 8
- Range: Short

The Sunbreaker becomes a forge, producing an unrelenting barrage of Solar infused hammers to hurl at any foe that dares stand against them.

Behemoth (Stasis)

A Titan understands the call to be an immovable object in the face of any obstacle. With Stasis under their control, the Behemoth pushes that boundary outward, locking down aggressors in waves of solid crystal before charging through and leveling those unfortunate enough to survive.

Aspects

The Behemoth's aspects focus on commanding the battlefield through tactical management of Stasis Crystals.

Cryoclasm

All things are ground to dust under the uncaring weight of a glacier. Stasis afflicted opponents receive the same treatment as the Behemoth barrels through them. Once per Beat, you may Shatter all Frozen Opponents and Stasis Crystals in Melee range at the end of a Move.

Howl of the Storm

- Ignore Payload
- Melee Ability

Given enough time, ice penetrates and cleaves mountains in half. A Titan with Stasis can break enemy lines in a similar fashion over much shorter timeframes. After a short charge, a spike of crystal bursts forward through any opponents in front of them. Activating this ability immediately

after changing Zone with a Move creates a chain of Stasis Crystals equal to the number of Hits (Precision Hits count as 2) extending from the Titan towards an Opponent in the Zone.

Tectonic Harvest

An avalanche adds its wake to its own momentum as the Behemoth adds the broken remnants of Stasis to their own power. Up to 5 times per your Measure, generate a Stasis Shard at the location of each shattered Stasis Crystal or Frozen Opponent. Gain a stack of Frost Armor and restore 1 point of damage whenever you collect a Stasis Shard.

Diamond Lance

A frozen edge can be as sharp as any other and the difference between debris and shrapnel is often just a matter of velocity. The Behemoth forms a lance of pure Stasis from remnants that can be thrown at distant foes or detonated in a close range burst. Once per Measure, if you defeat 3+ Frozen Opponents/Shatter Stasis Crystals in the same Beat, generate a Diamond Lance Token at your location that any Lightborn can collect.

Diamond Lance

- Blast 3
- Frozen
- Impact 4
- Melee Ability
- Range: Melee or Short

This willed amalgamation of Stasis has a honed, razor sharp tip and is explosively delicate. It's just aerodynamic enough to pierce enemies at short range given enough force and detonates upon impact, scattering frozen shrapnel. Stasis Crystals that receive a non-Blast Hit from Diamond Lance are Shattered.

Melee

Attempting to refuse the Behemoth's passage has as much meaning as defying a glacier.

Shiver Strike

- Impact 6
- Knockback 1

The Behemoth coats their fist in a thick layer of Stasis, adding its mass to a concussive haymaker. When this Ability is Activated, all Opponents in Melee Range gain Frozen and you gain 1 stack of Gliding and a Free Move within your current Zone.

Super

All things scatter when the mountain is sundered.

Glacial Quake

- Handling 8
- Impact 5

Wrapping their fists in gauntlets of Stasis and moving with the fury of a landslide, the Behemoth becomes a juxtaposing storm of immovable objects and irresistible force. As they slam the ground, Stasis Crystals erupt around their foes and anything in reach that's frozen crumbles under their unrelenting advance. Once per Beat, spend 1 Handling to create up to 4 Stasis Crystals in your current Zone. While Glacial Quake is Activated, Shiver Strike gains Sharp. When making a Move, you may Shatter up to 4 Stasis Crystals or Frozen Opponents in your Zone.

Berserker (Strand)

Titans feel an instinctual connection to those under their protection. With Strand, that connection becomes tangible armor that shields them and enables them to charge into the thickest fights and remain standing. The Berserker's attachment to their obligations through the Weave is made manifest and set loose upon their adversaries.

Aspects

A Berserker's aspects mix ferocity with tactical cunning.

Banner of War

- Duration: Any Measure

The Titan's presence on the front line of a battle is an inspiration to those around them and a Berserker's blade can carve a rally point from even the thickest of situations. By raising a banner of Strand energy, the area around the Berserker becomes a bastion for their allies. Once per Measure, gain Banner of War after you land a Melee Ability, Strike, Finisher, or Sword Final Blow. While Banner of War is active, Allies in your Zone gain +1 Impact on Strike Actions, +2 Impact on Sword Actions, and 1 Free Regen on your Off-Beat. Any Melee Ability, Strike, Finisher, and Sword Final Blows in your Zone reset the Duration to the next Measure.

Drengr's Lash

Opponents who can't move or act are less of a threat to a Titan's allies. When forming your defensive wall, Strand emanates from the barricade to ensnare your foes. When you activate your Class Ability, all Opponents in your current Zone receive an Impact 0 Suspend Hit.

Flechette Storm

- Blast 2
- Impact 2
- Knockback 1
- Melee Ability
- Readied 3

Staying out of reach of a Berserker is a valid strategy, until the Berserker decides to shatter their rage into jagged chunks and hurl them at the foes that thought themselves so clever. You may only activate this ability if you used Sprint on your previous Beat. Gain Airborne and 1 stack of Gliding when you activate this ability. While Airborne, your Melee Ability is replaced with Flechette Launch.

Flechette Launch

- Blast 1
- Impact 2
- Melee Ability
- Range: Medium
- Rapid
- Readied 3
- Unraveling

Gain 1 stack of Gliding when you activate this ability.

Into the Fray

The Berserker takes the fight to their enemies regardless of the location or threat. Controlling the Weave around them allows the luxury of additional layers of Strand armor while they remain on the front lines. Destroying a Tangle grants Woven Mail to all allied Lightborn in your current Zone. Once per Beat, while you have Woven Mail, you may gain 1 Melee Ability Power.

Melee

The Berserker focuses the Weave into a rapid offense.

Frenzied Blade

- Impact 3
- Rapid
- Readied 3
- Sever

In an instant, the Berserker contracts the weave to close the distance with their foe and unleashes it as a brutal blade. Before spending a Hit for Impact, you may make a Free Move to an Opponent's location in your current Zone. Gain +1 Melee Ability Power on your Measure if this Ability is readied once, or +2 Melee Ability Power if it is readied twice.

Super

Bladefury

- Handling 12
- Impact 4
- Range: Melee
- Sever
- Stack 5

The Berserker wraps their fists in wide blades of Strand. They can unleash a fast moving wave of contorted Weave to dismember and entangle those around them. Gain a stack of Bladefury for each Hit spent for Impact. Once per Beat, spend 5 stacks of Bladefury to generate an Impact 6 Strand Hit on an Opponent in Short or Medium range. Any Opponent between your location and the targeted Opponent receives an Impact 4, Suspend Hit.

Sentinel (Void)

Literally nothing stands between the Titan and those they serve. This pure entropic force is used by the Sentinel as an impenetrable shield to keep their friends and fireteam safe no matter what's thrown or shot at them.

Aspects

The Sentinel's aspects focus on tempering themselves and their fireteam with Void energy.

Bastion

A Sentinel can't be everywhere at once, but the reach of their Void energy can be used to dampen and deflect incoming damage. Those that concentrate on the protection of others can manifest this shielding force around their allies. Allies in Melee Range of you or your Barricade when it is created gains Void Overshield equal to your Resilience. On each Off-Beat, Allies in Melee Range of your Barricade gain +1 Void Overshield. When you activate your Void Super Ability, Allies in your Zone gain Void Overshield equal to your Resilience + Power Level.

Controlled Demolition

The forces used to break down enemy fire can also be used to more directly incapacitate a Sentinel's foes by cascading unstable Void energy through them. Any Opponent damaged by your Void Abilities or Volatile damage gains Volatile. You and your Allies gain a Free Regen when a Volatile Opponent is Defeated in the same Zone.

Offensive Bulwark

A shield is a weapon as effective as any blade and the Sentinel wields it to strike down their enemies just as readily as it's used to defend their allies. You may use Shield Throw a second time while Sentinel Shield is active. Once per Measure, when you have Void Overshield or are in Melee Range with a Ward of Dawn, gain +1 Grenade Ability energy. Melee Abilities and Strike Actions gain +2 Impact while you have a Void Overshield or are in Melee Range of a Ward of Dawn. Melee Ability and Strike Final Blows while you have a Void Overshield extend its Duration by an additional Measure.

Unbreakable

- Grenade Ability
- Duration: Any Measure

The Sentinel wraps a field of Void energy around themselves that acts as a protective barrier and a capacitor for stored energy. The more energy contributed, the larger the destructive pulse that is emitted when the field is released. Gain a Void Overshield equal to your Power + Resilience when you activate Unbreakable. While Unbreakable is active you may not use the Fire Weapon or Use Ability actions. Additionally, you gain +2 Void Overshield on each Off-Beat, all Opponent's weapons and abilities targeting an Ally in your Zone must target you instead and any Opponent in Melee Range gains Weakened. Any time you are damaged while Unbreakable is active, cumulatively add up the damage done to your Void Overshield. When Unbreakable

ends, generate a Void, Weaken Hit on an Opponent in Short Range with Impact equal to the amount of damage done to your Void Overshield.

Melee

The Sentinel's Void energy manifests as an active force to reinforce their fireteam.

Shield Bash

- Impact 5

Using their momentum and Void energy, the Sentinel unleashes a quick strike with their manifested shield. If Activated after spending Handling to change Zones, this ability gains Staggered and Suppressed. Final Blows with this Ability generate Void Overshield equal to your Resilience + Power Level.

Shield Throw

- Handling 5
- Ignore Payload
- Impact 4
- Range: Short

With sublime motion, the Sentinel launches their shield to adversaries who thought themselves out of reach, ricocheting between foes before returning. Each Lightborn in your current Zone gains Void Overshield equal to your Resilience for each Opponent damaged by this ability.

Super

Sentinels are the keystone of any group's defensive strategy and when fully powered become the pivot point for grand tactical maneuvers.

Twilight Arsenal

- Blast 3
- Ignore Payload
- Impact: 6
- Range: Medium

The Titan focuses their personal gravity into three massive axes that are hurled across the battlefield, generating a localized gravitational wave that erupts where they land. For each Hit generated by activating Twilight Arsenal, place a Twilight Battle Axe at the targeted Opponent's location in addition to dealing the listed Impact and Blast damage. For each Miss, place a Twilight Battle Axe in your current Zone not touching an Opponent.

Twilight Battle Axe

- Duration: 6 Handling
- Payload 3
- Impact 6
- Range: Melee

- Token
- Weapon

These gleaming two-handed axes are pure, stabilized Void energy waiting to be smashed or hurled against your foes. You may use your action to Hurl the Twilight Battle Axe by spending all remaining Handling. It gains Range: Medium, Payload 1, and Blast 3.

Sentinel Shield

- Block
- Handling 10
- Impact 6
- Range: Melee

Channeling their power, the Sentinel's handheld shield of Void energy becomes a versatile tool capable of magnifying their fireteam's weapon damage, screening their fireteam from incoming fire, knocking down nearby foes, or disrupting those at range. Once per Activation, you can use Shield Throw to gain Range: Short, Overpenetrate, and Blast 1 until the end of your Beat.

Banner Shield: While Blocking with Sentinel Shield, you project an energy screen that protects against incoming fire and boosts outgoing weaponry fired through it. You gain Shambling and intercept all incoming attacks by Opponents against Allies in melee range with you. You may choose to spend 1 Handling on any Beat to maintain Block until the next Beat. Allies that use Fire Weapon actions against Opponents through you gain +1 Impact (+2 if Low RoF). The first time an Ally enters your Melee Range while Banner Shield is active, their Active Weapon gains +2 Handling (+1 if Low RoF).

Ward of Dawn

- Duration: Any 3 Measures
- Fast
- Health 120
- Reliable
- Token

The Sentinel expands their power into a nearly impenetrable bubble of Void energy that blocks inbound and outbound weapon fire. Opponents may step into this bolstering purple dome at their own peril. When Activated, place a Ward with 120 Health at the Sentinel's location and Weaken all Opponents in the Zone. Actions originating from outside of Melee Range of the Ward Bubble may not affect targets in Melee Range of the Ward and vice versa. Actions may target the Ward directly. Once per Beat, Allies gain a Void Overshield equal to your Resilience + Power Level when in Melee Range of the Ward, or +1 if in the Ward's Zone. Allies in Melee Range of the Bubble have +3 Armored. Up to 3 times per activation, you may generate an Orb of Power at your location when you land a Melee Final Blow while in Melee Range of your Ward.

Warlock

“Results for batch 16?”

“Negative.”

“What about 18 and 19?”

“Both negative.”

“20 through 25?”

“All negative.”

They stared at each other for several moments from across the “laboratory”, a small basement illuminated by a half-functioning LED matrix with a rotting computer terminal wired to it. Several cylinders in various states of experimentation line the bar top of the room that at one point appeared to serve “down home brewed pale ales”. Both had agreed that attempting to sample the potentially centuries old alcohol was a poor logical choice and the resulting pain and biological damage was nearly lethal, but it had been the start of a good idea.

“We know there’s no point in a standard distillation, the energy density just isn’t there. If we can’t stabilize the cathode for Arc energy in the megawatt range, there’s no point in doing this.”

“There just isn’t enough to work with here. This isn’t a place of science! It’s not even a bar anymore.”

“We could try the House of-”

“NO.” Smoke twisted suddenly and jolted backwards several centimeters. There was a moment of silence as she settled and let her shell unclench. *“Sorry. No… I… can’t. I won’t.”*

The warlock took half a step towards their ghost, moving to bring a hand up in comfort. Smoke flinched instinctively before drooping apologetically.

“I’m sorry, Smoke. I know they hurt you.” Her voice was soft, trying desperately to be empathetic. She was better with machines and chemicals. Most of the time she remembered that Smoke was more than an impossible configuration of matter. “If we can’t get this relay repaired then the next time the settlement gets attacked…”

It was Smoke’s time to shift forward in concern. Ai-ana-‘amih waved her off. They both took a moment. `Amih fractured the silence first. “This world is so broken. What are we going to do?”

Smoke drifted into her hand, nudging her fingers open gently. *“We fix what we can, even if it’s just a piece. We can do that much, right?”*

`Amih gave her a reassuring squeeze. “We have to.” She gave her ghost another squeeze, this time feeling the subtle resistance of the shell under her fingers. The thought hit her like an Arc terminal discharging. “That’s it! Compression! Increasing the density won’t stabilize it alone. We need something to compress it.”

Smoke darted out of her hand and to the terminal and began digging through her hastily built archive, *“The lev-rail station we passed 3 days ago! I picked up residual distortions. They were only in the decinewton range but there were hundreds of them.”*

`Amih began packing a day bag while Smoke started transmatting the Sparrow. It was time to get to work.

Class Description

What is a Lightborn? What did the Traveler want? What caused the Collapse? How does a jump drive work? How can this Arc reactor’s output be increased by 25% Can there be another Golden Age? The universe is a never ending source of questions, enigmas, and mysteries and someone needs to be there to dig up the answers. This is the obsession of the Warlock. Lightborn of this calling can not let the past rest until every facet of truth is teased out, refined, recorded, and dissected. They enter the wilds as archeologists, scientists, and mystics that are satisfied only when they’re able to stitch together the pattern of knowledge.

Warlocks are masters of Light and Darkness energies, able to harness them into awesome and terrifying displays of raw power. They are clever and imaginative with the expression of their craft and when motivated, have the capacity to reshape the forces of reality to their own desires. During battle, a Warlock can bring an awesome arsenal of powered abilities to bear on their opponents.

Class Item: Bond

The search for knowledge rarely takes a straight path along a high road and it is often one walked with little company. When a Warlock fabricates and dons their bond, they create a covenant between themselves, their goals, and those they seek to benefit. While usually fashionable, a bond may serve a multitude of other functions based on what the Warlock has built into it, usually with assistance from their Ghost.

Class Ability

Warlocks routinely deal with copious amounts of energy and their practice with these flows allows them to create pools and fierce emissions that enhance their fireteam’s survivability in the field. This burst of energy is often highly visible and tends to linger as it dissipates back into the surrounding environment.

Empowering Rift

- Duration: Measure
- Token

Expediency is a virtue when people's lives are on the line. The sooner an adversary is no longer a threat, the sooner the important work can begin. Knowing this, a Warlock is able to generate an area of enhancement that improves their fireteam's weapons. Generate a Rift at your current location. Allies in Melee Range of the Empowering Rift gain +1 Impact (+2 if Low RoF) for their Active Weapons.

Healing Rift

- Duration: Measure
- Token

A fireteam's injuries are inevitable and plentiful and while a Lightborn has a miraculous ability to recover from even death itself, concentrated trauma during a firefight can jeopardize long term survival if not managed properly. Knowing this, a Warlock is able to generate a pool of energy that allows a ghost to rapidly reconstruct their Lightborn's defenses even while actively being harmed. Create a Rift Token at your location. Allies in Melee Range of the Healing Rift may make a Free Regen Action on each Off-Beat.

Phoenix Dive (Dawnblade Only)

- Requires Airborne

The Warlock rushes towards the ground and creates a wave of Solar Light that heals allies near the impact site. Ignore a single Hit and become Grounded at your current location when you activate this ability. Your Recovery is doubled until the end of your Beat and each Ally in your Zone is Cured.

Movement

A Warlock's considerable focus on their internal font of power allows them to tap into those forces as a means of graceful propulsion. Whether it's a raging storm of Light or the inexorable pull of Darkness, it can be directed and ridden to elevate the Warlock to normally inaccessible areas or cushion a long and rapid descent. The Warlock's Movement Abilities are graceful vertical bursts followed by a controlled and elegant return to the ground.

Balanced Glide

A centered intellectual state allows one to choose the correct path to take when the time is right. Once per Airborne, gain 2 stacks of Gliding. While Gliding, you may remove a stack of Gliding to ignore 2 points of Vertical Complication in your current Zone.

Blink (Voidwalker Only)

- Readied 2

The easiest way to travel is to simply be at your destination through force of will. Very few beings have this capability and Voidwalkers can accomplish this by manipulating localized

gravitational forces. Start each Combat Scene with Blink Readied twice. Blink regains one Ready on each of your Off-Beats while not Airborne. Once per Off-Beat while Airborne you may activate Blink to negate a single Hit and make a Free Move in your current Zone. Once per Beat while Airborne you may activate Blink to make a Free Move without becoming Grounded and may ignore 1 point of any Complication.

Burst Glide

There are times when swiftness presents the best course of action and uncertainty is an out of reach luxury. Once per Airborne, gain 3 stacks of Gliding. While Airborne, you may remove a number of stacks of Glide to pay for a Vertical Complication equal to the stacks removed.

Strafe Glide

The only constant is change and flexibility in motion is as powerful a tool as a nimble mind. Once per Airborne, gain 2 stacks of Gliding. While Gliding, you may remove 1 stack of Gliding to ignore 1 point of Vertical Complication or Acrobatic Complication in your current Zone.

Warlock Subclasses

Stormcaller (Arc)

Electricity is not a force at rest, it requires a pathway and a destination at all times. Warlocks who study Arc are seldom different in this regard. Stormcallers harness the reach of the storm to carve devastation into the ranks of their foes with blasts of lightning and swift, decisive strikes of overwhelming force.

Aspects

The Stormcaller’s aspects are conductors and amplifiers of their destructive capacity.

Arc Soul

A Stormcaller’s control over Arc allows them to imbue a sense of life into the energy itself, forming a small, floating concentration that emits bolts of Arc to protect whomever it's bound to. Any Lightborn affected by your Rifts gains an Arc Soul Companion.

Arc Soul Companion

- Duration: 6 Handling
- Payload 2
- Range: Short

This semi-autonomous mote of Arc energy is bound to you for its short existence, ejecting darts of Arc towards your foes. On each of your Off-beats, you may use the Companion’s Handling to generate Impact 2 Arc, Blunt Hits. Arc Soul Companion has +2 Hit Spread and +2 Precision Hit Spread while you are Amplified.

Electrostatic Mind

There is a natural charge that runs through most things in the universe and the ability to condense and absorb that energy can enhance a Stormcaller's already formidable potency. Once per Beat, your Arc Ability Final Blows or Final Blows on Jolted or Blinded targets creates an Ionic Trace. Gain Amplified whenever you collect an Ionic Trace.

Ionic Sentry

- Duration: 4 Handling
- Grenade Ability
- Payload
- Range: Short
- Token

Trespassers in a Stormcaller's domain will frequently become unwilling conductors of Arc energy. When activated, place an Ionic Sentry at your Location and all Opponents in the token's Zone are Blinded. On each of your Off-Beats, you may use the Sentry's Handling to generate Impact 4 Arc, Blast 1, Blunt Hits. You gain a stack of Bolt Charge for each Sentry Final Blow.

Lightning Surge

- Melee Ability

A Stormcaller may briefly become an avatar of pure Arc energy, leaping forward through space and shocking their foes as they pass through them. You may only activate this ability if you used the Sprint action on your previous Beat. On a Hit, generate an Impact 4 Arc, Jolted Hit against all Opponents in your current Zone in a straight line between your start and end of one Move this Beat. Gain 1 stack of Bolt Charge for each Opponent Hit by Lightning Surge. Gain +1 Armored until the end of your next Off-Beat.

Melee

A Stormcaller's close range abilities are focused releases of intense Arc energy.

Chain Lightning

- Impact 4
- Range: Melee or Short

Releasing a single bolt of lightning against a Stormcaller's enemies is an almost effortless process and much consideration goes into seeing just how many times you can get it to bounce. On a Hit, generate a Hit on a different Opponent in the same Zone. While Amplified, generate an additional Hit on a different Opponent in the same Zone.

Ball Lightning

- Blast 1
- Delayed: Any Beat (if Opponent at Medium Range)
- Range: Short or Medium

Containing lightning is a difficult but not impossible task. Stormcallers can produce an unstable mass of Arc energy that lashes out when in proximity of a foe. While Amplified, generate an additional Impact 4 Arc Hit on an Opponent in line with the targeted Opponent and the Stormcaller.

Super

A Stormcaller anticipates the moment when they can unleash the full fury of the storm contained within.

Chaos Reach

- Handling 8
- Impact 6
- Overpenetrate
- Range: Medium
- Sustained

The Stormcaller buoys themselves with an overcharge of Arc energy and unleashes a solid, continuous lance that obliterates anything it touches. You have 3 stacks of Gliding and may not make Moves while Chaos Reach is active. Each Hit beyond the first against the same Opponent each Beat gains Blast 1 and Jolt. You may convert unspent Chaos Reach Handling minus 1 into Super Ability Power when it is no longer your Active Weapon.

Stormtrance

- Handling 8
- Impact 4
- Range: Short

During Stormtrance, a Warlock is an open conduit between themselves and the pure Arc energy that flows throughout the world. They skate effortlessly across the battlefield on traces of Arc energy and leave ruin in their wake. When spending a Hit for Impact, generate an Impact 4 Arc Hit on a different target in the same Zone. Once per Off-Beat while Stormtrance is active, you may spend 1 Handling to ignore one Hit from an Opponent and change your location within your current Zone.

Dawnblade (Solar)

While most Lightborn have within them the power to be a symbol of hope and defiance against the Collapse, Solar Warlocks personify it. Whether it's gliding through the air on wings of golden flame or rallying their fireteam in the face of impossible disaster, the Dawnblade is an unwavering source of Solar energy.

Aspects

A Dawnblade's aspects grant unparalleled aerial mobility and increased potency of their grenade abilities.

Heat Rises

- Grenade Ability

The Dawnblade absorbs their reserve of Solar energy, sprouting wings of flame that carry them into the air. By consuming your Grenade Ability, you gain Solar Wings.

Hellion

A Dawnblades inner flame can sometimes take on a will of its own and when released into the world rains down fiery retribution on nearby foes. You gain a Solar Soul Companion when you activate your Class Ability.

Solar Soul Companion

- Duration: Handling 6
- Impact 4
- Payload 1
- Range: Medium
- Scorch 1

This quivering orb of flame floats near you and belches a flaming rain towards your foes. Hits from the Companion may ignore intervening terrain so long as it's not entirely solid as it lobs flame in a tall arc like a mortar.

Icarus Dash

A quick burst of Solar energy can be utilized by the Dawnblade to keep themselves out of harm's way. Once per Airborne (or twice while Solar Wings are active) while you have Gliding, you may ignore a single Hit and change your location in your current Zone. Gain Cure when you land Super Ability or Weapon 2+ Final Blows in a single Beat while Gliding.

Solar Wings

- Duration: Beat

While adorned with these golden wings, the Dawnblade may refuse the call of gravity and unleash a rain of destruction. Once per Beat (or two times per Heat Rises or Daybreak), gain +1 Melee Ability Power and reset Solar Wings' Duration when you land 2+ Final Blows. While Airborne, you have 3 stacks of Gliding and your Actions ignore Reduced Hit Quality from being Airborne.

Touch of Flame

Warlocks are already considered masters of manipulating the energies of Light and Dark and this is no different for a Dawnblade. Your Grenade Abilities gain enhanced power and the following functionality:

- Firebolt Grenade - Gains Wide Spread and Handling 6.
- Fusion Grenade - Gains: After Delayed resolves, create another Delayed: Any Beat effect with the same number of Hits.
- Healing Grenade - Your Recovery is considered 2 higher for Cure and its Restoration effect has Enhanced Hit Quality.
- Solar Grenade - Gains Duration: Measure and once per Beat, an Opponent in the Token's Zone receives an Impact 5 Solar Scorch Hit.

Melee Ability

A Dawnblade holds an inferno in the palm of their hand.

Incinerator Snap

- Handling 6
- Ignore Payload
- Impact 1
- Range: Short
- Scorch

With a quick snap, a flare of solar energy splits and twists towards the Dawnblade's foes. When spending Hits for Impact, the least Scorched targets in range must be selected first.

Super

At their full potential, the Dawnblade becomes the sun.

Daybreak

- Blast 1
- Handling 10
- Impact 6
- Range: Short or Medium

The Dawnblade forms their namesake in their hands, spreads a pair of fiery wings, and takes flight. From the air, they unleash a devastating barrage of flame across the battlefield. While Daybreak is active, the Dawnblade has Solar Wings.

Song of Flame

- Duration: Measure

The Warlock's reserves flare around them, suffusing themselves and their allies with potent Solar energy that drastically enhances their survivability and weapons effectiveness. While Song of Flame is active, Incinerator Snap has +3 Handling and your Grenade Ability is replaced with Solar Wisp. While Song of Flame is activated, Allies in your current Zone gain +1 Ability Power on their Off-Beat, Armored 2, and their Solar and Kinetic Weapons gain +1 Scorch.

Solar Wisp

- Blast 1
- Duration: Handling 6
- Impact 6
- Payload 1
- Range: Short
- Token

On a Hit, place the Solar Wisp Token at the Opponent's location. On each Off-Beat, you may activate Solar Wisp, using its current location when determining Range to the next target. On a Miss, you may change the Wisp's location somewhere in its Zone, or place it somewhere in your current Zone.

Well of Radiance

- Instant
- Reliable

Forming a golden blade of light in their hands, the Warlock drives it into the ground at their feet, igniting a massive rift that heals and empowers the Allies within. When activated, every Opponent in your current Zone receives an Impact 4 Solar Scorching Hit and each Ally in your current Zone receives Cure. Place a Well Token in your current Zone.

Well Token

- Duration: Any 3 Measures

A brilliant glowing golden circle bursting with Solar energy. All Allies in the same Zone as the Well Token are treated as if they were in Melee Range with both an Empowering and Healing Rift. Free Regen rolls granted by Well of Radiance have a max of 2 Hits. Allies can not gain Slow or Frozen when in the same Zone as a Well Token. Allies gain Radiant when they leave the Well of Radiance's Zone. Up to 5 times per activation, generate an Orb of Power at an Ally's location when they land 2+ Final Blows in a single Beat while in the Well.

Shadebinder (Stasis)

The Warlock's mastery of Stasis allows them unparalleled control over themselves and the field of battle. They create chokepoints and areas of denial that strangle their adversaries' options before laying waste to those strong enough to remain standing. The Shadebinder is cunning and calculating, able to bring the most chaotic of firefights to a silent halt.

Aspects

A Shadebinder's aspects increase their ability to lock down the battlefield.

Bleak Watcher

- Grenade Ability

Shadebinders can animate their Stasis energy, projecting a portion of their will into a floating construct whose aim is to lock down the battlefield. Generate a Bleak Watcher Turret Token at your location.

Bleak Watcher Turret Token

- Duration: 6 Handling
- Payload
- Range: Short or Medium

A shell of Stasis, animated by a Shadebinder's will. On each Off-Beat, you may spend Handling to generate an Impact 0 Stasis Frozen Hit.

Frostpulse

The Shadebinder mixes Stasis energy into the activation of their rift, propelling a ring of freezing energy outward from their position. Opponents in Melee Range of your Rift gain Frozen when you activate your Class Ability and your next Melee Range action gains Reach.

Glacial Harvest

The Shadebinder saps the will from their adversaries and crystalizes it to bolster their reserves in the thick of battle. Up to 5 times per your Measure, when an Opponent gains Frozen in your Zone, you may generate one Stasis Shard (or two for a Powerful Opponent) at their current position. Gain a stack of Frost Armor and restore 1 point of damage whenever you collect a Stasis Shard.

Iceflare Bolts

Each enemy you shatter on the battlefield sends out a seed of Stasis that seeks out new prey. Once per Beat, a different Opponent in your Zone gains Frozen when you Shatter a Frozen Opponent.

Melee

The staff has long been a symbol of authority and the Shadebinder's authority is absolute.

Penumbral Blast

- Blast 2
- Frozen
- Impact 4
- Range: Short

The Shadebinder manifests a rod of solid Stasis and unleashes a narrow wave towards their foes.

Super

When a Shadebinder decides to create a pause in the battle, their foes oblige, willingly or otherwise.

Winter's Wrath

- Blast 1
- Frozen
- Handling 8

- Impact 4
- Range: Medium

The Shadebinder pulls deep from their well of personal power to manifest a glittering staff of solid Stasis and floats into their opponents ranks as a sub-zero cold front, withering their foes with blasts of cold and breaking them with waves of crushing energy. Once per Beat, you may spend 1 Handling to Shatter all Frozen Opponents and in your current Zone.

Broodweaver (Strand)

Warlocks have long understood the connections between their psyche and the manifest energy around them. When they master Strand, they learn to animate that energy in even more complex ways and give it purpose. The Broodweaver never enters the fight alone, flanked by a mindful horde ready to sacrifice itself to protect their creator.

Threadling Perch (Warlock Only, Automatic)

- Stack 5

Warlocks have a special connection to Threadlings that allows them to hibernate around the Lightborn for later tactical deployment. Strand Warlocks automatically gain Perching whenever Broodweaver is their active Subclass. If an Allied Threadling has no Opponents in range, it makes a Move towards the closest Allied Broodweaver instead of being Defeated. When a Threadling Perches, the Threadling is removed and a Perching stack is added. When damaging an Opponent with a Fire Weapon Action, remove one stack of Perching, place a Threadling at your current location, and it immediately makes a Free Move.

Aspects

The Broodweaver's aspects enhance their control over Threadlings.

Mindspun Invocation

A Broodweaver that focuses on shaping the Weave itself can manifest more intricate formations and more effective tools. Your Grenade Abilities gain the following enhancements:

- Grapple Grenade - Spawn 3 Threadlings when you generate a Hit with your Grapple Melee.
- Shackle Grenade - Consume your Shackle Grenade to gain Weaver's Trance.
- Threadling Grenade - Consume your Threadling Grenade to generate 5 Perched Threadlings.

Weaver's Trance

- Duration: Any Measure

You feel the tug and pull of near-by strands of the Weave and can disrupt them with pulses of your own being. Your Strand Final Blows apply Suspended to the closest 2 Opponents in the Target's Zone.

The Wanderer

The Broodweaver's identity crawls along the Weave and imprints itself where it is most advantageous. This extends the Warlock's reach into Strand and lets their presence linger among the Weave and those that touch it. Your Threadling Final Blows may generate a Tangle at the Opponent's location. When you throw a Tangle, instead of its normal detonation, it becomes a Delayed: Beat, Impact 4, Blast 3, Suspending Hit.

Weaver's Call

A sea of thought flows through the Strand and many of them just need a little nudge to become something more. The Broodweaver's Rifts act as a beacon to gather those willing to answer the Warlock. Generate 3 Threadlings in Melee Range when you activate your Class Ability. Any Perched Threadlings are placed in Melee Range. Gain a Perched Threadling when you land 3+ Strand Final Blows in a single Beat.

Weavewalk

- Duration: Any Beat
- Fast
- Melee Ability

Much like when the forces of Strand can be used to weaken the ties of an individual to reality and stymie their ability to affect the world around them, Broodweavers can fully envelop themselves in the Weave to gain nearly impenetrable protection for a short time. While Weavewalk is active you may only perform the Sprint Action, reduce any incoming Hit of Impact less than 10 to 0, and reduce any Hit of Impact 10 or above to Impact 1. During each of your Off-Beats while Weavewalk is active, gain 2 Perched Threadlings (up to max of 5) and you may choose to expend another Melee Ability Ready to extend Weavewalk's Duration by another Beat.

Melee

The Broodweaver is adept at twisting and snapping the Weave in just the right places.

Arcane Needle

- Impact 2
- Range: Short
- Rapid
- Readied 3
- Unravel

With a few deft gestures, the Broodweaver severs key portions of the Weave and turns them into deadly projectiles that seek out enemies. During your Measure, gain 1 Melee Ability Power if this Ability is readied once or 2 Melee Ability Power if it is readied twice.

Super

The Broodweaver brings an army with them whenever they go to war.

Needlestorm

- Handling 8
- Impact 6
- Instant
- Range: Medium

Lifted briefly into the air, the Broodweaver unleashes a volley of Strand spikes that impale enemies. The unstable Strand detonations energize the nearby Weave and spawn a wave of Threadlings to hunt down the survivors. On Activation, every 2 Hits or 3 Misses generates 1 Threadling in a Zone at Medium Range.

Voidwalker (Void)

Mysteries are everywhere in the world, even in the spaces between, and warlocks seek those out even more than the questions they can directly hold in their hands. A Voidwalker has an understanding Void that allows them to feed on the flow of entropy itself and warp that energy into an irresistible force to fell their enemies.

Aspects

The Voidwalker's aspects enhance their ability to consume their adversary's energy.

Chaos Accelerant

The energy that a Voidwalker bleeds off of the world gets channeled into their destructive nature. Your Void Grenade Abilities gain the following enhancements:

- Axion Bolt: Handling 6
- Magnetic: You may Activate your Magnetic Grenade Ability with Range: Melee, +3 Impact, Knockback 1, Blast 2.
- Scatter: Blast 3, Wide Spread.
- Vortex: Move an additional Opponent per Off-Beat and change its Duration to Measure.

Child of the Old Gods

Old Earth lore speaks of terrifying beings that lurked beyond the stars and consumed worlds. The Collapse brought monsters to our doorstep and the Voidwalker knows how to fight one monster with another by manifesting their hunger into the spaces between. When you activate your Class Ability, generate a Void Child in your Zone.

Void Child

- Duration: 6 Handling
- Payload
- Range: Melee or Short
- Token

A swirling orb of purple-black energy that draws in energy from all sources around it. When you damage an Opponent with your weapon, your Void Child makes a Move towards Melee Range of that Opponent. Opponents in Melee Range of a Void Child are Weakened. On your Off-Beat your Child may spend Handling to generate an Impact 0 Void Hit. Gain +1 Melee Ability or

Grenade Ability Power if you are in Melee Range of your Healing Rift, or gain a Free Regen action if you are in Melee Range of your Empowering Rift when your Child generates a Hit. Gain +1 Class Ability Power if you defeat 3 or more Opponents in a single Beat while they are in the Void Child's Zone.

Feed the Void

Energy consumed by the void is annihilated unless a Voidwalker gets to it first. In that case it turns into a stream of vitality and empowerment. You gain Devour when activating any of your Void Abilities.

Melee

A Voidwalker can break down fundamental forces as well as foes on the battlefield.

Pocket Singularity

- Blast 1
- Impact 6
- Knockback 1
- Range: Short
- Volatile

The Voidwalker braces themselves and unleashes a violent torrent of Void energy, eradicating and tossing around anyone in its path.

Super

The Voidwalker is a sentient event horizon that chooses what escapes and what is crushed inside unrelenting pressures.

Nova Bomb: Cataclysm

The Voidwalker unleashes a psyche-driven pocket of Void Light that dissolves anything it touches and moves with unwavering persistence towards its unfortunate target. On a Hit, generate a Nova Token in Medium Range of your location, or at your location otherwise, when you activate Cataclysm.

Bomb Cataclysm Token

- Duration: Any Measure
- Health 20
- Inevitable
- Shambling

This unstable mass of Void Light seeks out its target with ravening certainty, devouring anything in its path. Select a single Opponent that the Cataclysm tracks until it is destroyed. On each Off-Beat, the Cataclysm Token must use its Move to end closer to the selected Opponent. If the Cataclysm Token is in Melee Range of any Powerful Opponent or the selected Opponent, is reduced to zero Health, or its Duration expires, it detonates with an Impact 30 Void, Blast 4 Hit.

Once per Beat, Minions in Melee Range receive an Impact 6 Void Hit and remove 4 Health from the Cataclysm. Upon detonation, remove the Cataclysm Token and generate 6 Axion Dart Tokens in the Zone.

Nova Bomb: Vortex

- Blast 3
- Impact 20
- Payload
- Range: Medium

The Voidwalker hurls a dense cloud of Void energy that detonates on the battlefield and then collapses on itself, creating a whirling vortex that drags nearby foes to their destruction. On a Hit, place a Gravity Vortex at the Opponent's location, otherwise, place the Vortex in a Zone at Medium Range and apply Blast.

Gravity Vortex

- Duration: Any Measure
- Token

A giant vortex of turbulent, swirling Void Light that consumes those that can't escape its grasp. On each Off-Beat, any Opponent in the Zone with the Vortex moves into Melee Range with the Vortex. Each Opponent in Melee Range of the Vortex receives an Impact 6 Void Hit.

Nova Warp

- Blast 2
- Handling 8
- Impact 6
- Range: Melee
- Reach

The Voidwalker learns to step into and out of small pockets of Void Light, bringing with them an unstable wave of energy as they emerge. This movement allows the Voidwalker to step through the battlefield and demolish their foes in Void Light eruptions. Once per Beat, you may spend 1 Handling to use Blink. Opponents in Melee Range after you Blink become Volatile.

Elements

The current understanding of the universe has evolved rapidly since the arrival of the Traveller and unfortunately, most of that briefly held knowledge was destroyed or lost when the Collapse hit the Sol system. In the wake of that and with the birth of the Ghosts, humanity has begun to reclaim that knowledge in a more rudimentary and hands on approach. One of these approaches is combating the unrelenting forces that threaten to extinguish what remains of humanity. Through conflict, most Lightborn learn of their capacity to wield cosmic forces known loosely as elements.

One of the benefits of being a Lightborn is a state known as paracausality, or simply, existing in a way that doesn't always play by the rules of physics. Being able to break the rules allows a Lightborn to perform feats of power that exceed humanity's mortal boundaries. These feats, improbable as they are, do have analogs in more mundane forces. As technology, mysticism, and exploration grow, these elemental forces become more well defined and can be harnessed by not just the Lightborn.

The Fundamentals

Two forces permeate the known universe, Light and Dark. These are not identifiers of morality and could be thought to have a relationship more like matter and concept. One is prominent, physical, and quantitative. The other is subtle, ephemeral, and qualitative. Before the arrival of Ghosts and Lightborn it was mostly science that allowed humanity to peel back the curtain of the world in order to make sense of what was happening and why things did what they did. The understanding of Light and Dark at this time was nearly non-existent, a limitation of classical physics, basic Newtonian experimentation, and primitive psychological analysis.

Light

From what little is understood of it, the Traveler appears to be an entity primarily of Light energy and was the subject of vast but ultimately inconclusive experimentation during the Golden Age. The elements of Light are tied to more traditional "physical" forces and manifestations. Arc, Solar, and Void are generally measurable changes in things like heat, amperage, and gravitation. These more accessible forces were used to great effect before the Collapse to revolutionize communications, industry, medicine, transportation, and warfare.

Dark

Dark energies are generally misunderstood, considered hostile entirely, or weren't even quantified during the Golden Age. Stasis and Strand are far more subtle and unpredictable forces whose behaviors are metaphysical in nature and harder to quantify and control. The fact that a personal relationship with the element itself changes how it manifests and reacts makes it a difficult subject to study and gain reliable data through repeated experiments.

Elements, Classes, and Subclasses

The Lightborn have three distinct philosophies when it comes to problem solving in the Dark Ages and so the classes themselves aren't linked to anything inherently Dark or Light specifically. Each class has a subclass for each of the known Elements, as these are the direct reflections of a specific type of paracasual activity.

Defining an Element

Keywords describe consistent behaviors of an Element and how they're represented mechanically during combat or as guiding points for the Storyteller for how they can otherwise be used creatively. These keywords are used as gameplay effects throughout the Element and the Subclasses' rules. Keywords may be specifically listed as a *Buff*, a beneficial condition to you and your Allies, or a *Debuff*, a detrimental condition to your Opponents.

Grenades are the shared, and often explosive, qualities of an element when they're condensed into an unstable state and hurled into the world by a Lightborn. These entries are what are chosen by a Lightborn when activating their Grenade Ability.

Fragments help to divide and focus various parts of an element so that a Lightborn can readily access specific behaviors in a consistent fashion. Fragments may be chosen as part of character advancement to help customize a Lightborn.

Flair is a lesser expression of a Subclasse's elemental nature in the world. Light and Dark energy make up the universe and a Lightborn learns to manipulate that energy in ways that don't involve explosive outcomes. The Flair listed in the element's description are a starter list of suggestions and aren't meant to be exhaustive. Lightborn are very clever when they want to be. Common Flair for all elements include simple visual prestidigitation, tagging, and awareness of concentrations of matching elemental energies. Flair can be introduced to a scene without any kind of mechanical rule to expand on the visual impact of one's Power. Flair can be used to enhance Skill Kit rolls or to create larger ad hoc effects out of combat using the Lightborn's Abilities as initial guidance. See the rules for Use Ability for more details (pg. XX).

Arc

Tiz had to give them credit, the Fallen raiders knew their trade. Anyone paying attention would've known that the canyon was going to be an ambush point but the pair of feints that got the caravan leader overconfident and trapped deep in was the hallmark of experience. He needed to be quick or the casualties were going to start piling up.

He counted 6 active snipers and no doubt a Skiff lurking somewhere over the lip of the canyon. They had elevation and terrain advantage and he could see their sense of sport in it, they wouldn't rush things unless the Captain felt pressured. Tiz scanned the cliff sides with a scuffed monocular and Digger made note of a pathway that would take him up to their perches. He dismissed the layer of callouts that marked interesting sedimentary separation and geological banding. Digger briefly protested but Tiz shut him down with a quick "Work first, kiddo".

He refocused. They'd be on him in seconds as soon as he made his move and there was just too much height to traverse at once; too much terrain and not enough time for stealth. It was time to go loud. Nearby, a long-eared hedgehog shuffled through the underbrush. Tiz briefly wondered about its significance. Focus.

He checked Digger's route one more time as he stood up and started flexing his fingers and shaking his legs out. The dust around him began to vibrate and pulse as he did a quick jog in place. The air became filled with static and uneasy with potential energy.

Tiz tucked his chin down and closed his eyes. With a peel of thunder ripping out from his position, he manifested his Arc Staff, a 2 meter long spire of twisting electric blue energy bending into an elongated spade-shaped blade at one end. The Fallen shouted in alarm and he saw their wire rifles spin towards him. "Time to go."

Wrapped in lightning, Tiz bounded along the cliffside path. He slid through a gap in the rock as chunks were blasted into clouds of shrapnel by the raiders' high velocity rounds. One shot lined up true and he watched it come down his centerline, parrying it when it reached arm's length with a twist of his arm. He vaulted across a short span and the stone crumbled under his weight. He shifted his weight and rolled out into the air as a carpet of Arc lightning forked out underneath him. After the quick roll he vaulted back to his feet, the cerulean web became solid for a moment and he kicked off back towards the stone, finding purchase again and taking the opportunity to gain momentum along a relatively flat straightaway.

In short order, the first sniper was less than a staff length away but he didn't have the room for a clean strike so he simply lashed out a blur of a fist. There was a static pop and the discharge threw the sniper out into the open space of the canyon. There wasn't time to see where they landed as the barrage of fire continued to light up the canyon.

Another few steps. He struck out with the staff and atomized the next sniper. Step. Strike. Step. Strike. Step. Strike. He worked his way through the blinds, ending each threat with a surge of

movement and a bolt of electricity. Somewhere near the top Tiz sailed clear past a Vandal who managed to get a strike in of their own and almost took a knife to the chest before he was able to cartwheel out of the way. The Pulse Grenade Tiz left in his wake took care of the aggressor barely an instant later.

Seconds passed and Tiz found himself cresting the lip of the canyon. The rest of the raiders were retreating, disappearing in motes of light as they transmatted away. The Captain lingered long enough to fire off several rounds of shrapnel and a few choice curses. The heated chunks of metal were easy enough to side step and Tiz planted his feet as the Captain disappeared back into their Skiff. He sent his parting gift, the business end of the Arc staff hurtling through the air. It wasn't a clean shot but it delivered the intended message as it clipped one of the Skiff's engines. The vehicle rocked and began to leak a thick smoke as it gained elevation and disappeared over the horizon.

Tiz sent their own rude gesture in their general direction as a final rumble of thunder reverberated through the canyon.

Flow Like Lightning

A streak of forked light blazing across the sky. The surge of voltage through a ship's primary capacitors. Endless motion of data being shuffled between processing cores. Telemetry hurled across deep space at relativistic speeds. All of these things are the hallmarks of Arc energy and have one thing in common, transmission. In this Light domain, energy passes from a source to a destination via any number of pathways and circuits. In a controlled form this gives us portable computers, street lights, audio video communication across vast distances, and transportation through hostile terrain. Unbridled, Arc is raw, surging, and unpredictable, leaping from point to point and coursing through any path it can find. In most forms, Arc is a pulsing blue-white bolt that leaps from point to point as the energy discharges along a path.

Keywords

Amplified

- Buff
- Duration: Measure

With the wrong amount of Arc energy, things tend to burn out and shut down but with just a smidge more energy than necessary, you can do some wondrous things. Gain Amplified when you defeat 3+ Opponents with Arc damage in a single Beat. While Amplified, gain +1 Hit Spread and an additional Free Move once per Measure. Gain Speed Booster if you change Zones with a Sprint Action while Amplified.

Blind

- Debuff
- Duration: Any Measure

The right amount of Arc along the wrong synapses is great for shutting down your opponent's senses and ability to react. A Blind Target may not make Moves or Fire Weapon Actions on the Off-Beat it gained Blind. The Target is considered Shambling and has Reduced Hit Quality on any Actions. Remove Blind after this Target's next Action.

Bolt Charge

- Buff
- Stack 6

Arc energy stored in concentration is a hazardous condition. A Lightborn using their own body as a capacitor is a lethal force. Once per Beat, while you have any stacks of Bolt Charge, gain a stack of Bolt Charge when you damage Opponents with weapons. Gain 1 Melee Ability Power for every 3 stacks of Bolt Charge you gain. When you damage an Opponent with an Ability and you have 6 stacks of Bolt Charge, remove all stacks and generate an Impact 4 Arc, Blast 2 Hit on the damaged Opponent.

Ionic Trace

- Buff
- Token

A mote of crackling Arc Energy that actively seeks a resting place. On each Off-Beat, if in the same Zone as a Lightborn, the Trace is collected by the closest Grounded Lightborn. Otherwise the Trace moves one Zone towards the closest Grounded Lightborn. When collected, your least Readied Ability gains +1 Ability Power.

Jolt

- Debuff
- Duration: Any Measure

A build up of Arc energy isn't just dangerous to yourself, but also to those around you when it discharges. Once per Beat, when this Opponent is Hit, generate an Impact 2 Arc Hit on the closest 2 Opponents in the Zone and remove Jolt.

Speed Booster

- Buff
- Duration: Measure

A well tuned machine with the right overclocking where it counts becomes untouchable. You gain +1 Free Move per each Off-Beat and may ignore 1 point of Movement Complication. Speed Booster is canceled if you take any action other than Sprint.

Grenades

Arcbolt Grenade

- Impact 4

A reaching lash of Arc that leaps from one foe to another in quick succession. Spending a Hit for Impact generates a Hit on a second Opponent in the same Zone, or up to two different Opponents if spending a Precision Hit.

Flashbang Grenade

- Blast 2
- Blind
- Impact 4

A disruptive detonation of Arc that scrambles the circuitry or synapses of those near-by.

Flux Grenade

- Impact 2
- Sharp

A highly condensed packet of Arc energy that attaches to a surface and disperses quickly and violently. On a Hit or Precision Hit, generate Hit or Precision Hit with Delayed: Any Beat on the same Opponent.

Lightning Grenade

- Duration: Any Measure
- Impact 3
- Token

A lightning rod that attaches to a surface and draws strikes of lightning to it for several seconds. On a Hit, place a Token in the target Zone. On each Off-Beat, an Opponent in the Token's Zone receives an Impact 3 Arc Hit.

Pulse Grenade

- Blast 2
- Duration: Any Measure
- Impact 2

A rhythmic emission of Arc waves that lingers and damages anything in its wake. On each Off-Beat, each Opponent in the Zone receives an Impact 1 Arc Hit.

Skip Grenade

- Blast 6
- Impact 2
- Wide Spread

A burst of Arc that splits into several bundles of sparks that trace paths towards a number of nearby targets.

Storm Grenade

- Duration: 6 Handling
- Payload 2

A cloud of violent Arc energy that roils above the battlefield and emits powerful electrical jolts. On a Hit, place a Storm Grenade in the Zone. On each Off-Beat, spend Handling to generate Impact 2 Arc, Sharp Hits that may only target Opponents in the Token's Zone.

Fragments

- **Spark of Amplitude** - While Amplified, generate one Power Orb at your location in addition to Rolling for Loot when you defeat 3+ Opponents in a single Beat.
- **Spark of Beacons** - While Amplified, Arc Special and Heavy Weapon Final Blows generate an Impact 2 Arc, Blind Hit on the closest 3 Opponents.
- **Spark of Brilliance** - A Final Blow on a Blind Opponent generates an Impact 2 Arc, Blinding Hit on the closest 3 Opponents.
- **Spark of Discharge** - Once per Measure, one of your Arc Final Blows may generate an Ionic Trace at the Opponent's location. Once per Beat, gain a stack of Bolt Charge when you collect an Ionic Trace.
- **Spark of Feedback** - Gain +3 Impact on your next Melee Ability or Strike Action after you receive damage from a Range: Melee Weapon.
- **Spark of Focus** - Gain +1 Class Ability Power if you take a Move in 3 or more different Zones during your Beat.
- **Spark of Frequency** - Your next Reload after a Melee Ability or Strike Final Blow causes a Beat instead of a Measure. Your Reloaded weapon has +1 Hit Spread during your next Beat. While Amplified, gain a stack of Bolt Charge on your Off-Beat if you gained a stack of Bolt Charge during your Beat.
- **Spark of Haste** - On your next Beat after using 2 Moves, your (non-Weapon) rolls using Resilience, Recovery, and Mobility have +2 Precision Hit Spread.
- **Spark of Ions** - Once per Beat, Final Blows on Jolted Opponents generate an Ionic Trace at the Opponent's location and grant you 1 stack of Bolt Charge.
- **Spark of Instinct** - Once per Off-Beat, generate an Impact 3 Arc Jolting Hit on every Opponent in your Zone when your Shields are Broken or when you take Health damage
- **Spark of Magnitude** - Your Lightning and Pulse Grenades have Duration: Measure and Storm Grenades have +2 Handling.
- **Spark of Momentum** - Once per Beat, when you collect Ammo during a Sprint Action, you gain a Free Reload for your Active Weapon and 1 stack of Bolt Charge.
- **Spark of Recharge** - Once per Beat while your Shields are Broken, gain +1 Grenade Ability Power, +1 Melee Ability Power.
- **Spark of Resistance** - Gain Armored 2 when you are in a Zone with 3 or more Opponents.
- **Spark of Shock** - Your Arc Grenades gain "On a Hit, Opponent gains Jolted on their next Off-Beat."
- **Spark of Volts** - Gain Amplified and 1 stack of Bolt Charge when you land a Finisher Final Blow.

Flair

Working with Arc can be dangerous given its tendency to roam. Lightborn that are attuned to Arc energy can ground out low levels of Arc safely. Simple electrical or Arc based devices can be activated or deactivated at a short range. Using their innate reserves of Arc energy, a Lightborn can recharge a small arc battery or provide power to portable electronic devices. The Lightborn can emit static discharges that can short circuit unprotected machinery and create a small field of RF interference.

Solar

The sentries were restless and they found no solace in each other's presence. They had good reason to be. Everyone heard the Hive screeches throughout the previous evenings. Everyone knew the stories passed along from the travelers that passed through the settlement. Everyone thought they were already dead. Everyone except Demi, of course.

"It's not over. Not by a long shot." They sipped from a thermos of coffee, having forgotten that it went cold an hour ago.

"Yeah, get it together, you're supposed to be the professionals." Anvil threw in for good measure.

They weren't combat trained. Demi knew these settlers were on the front line because they'd never forgive themselves if somehow they were the only ones to survive. They wouldn't want to live with that guilt or the memories. Their hearts were almost in the right place.

There was a snap and a crash in the treeline. An Awoken with the hefty shotgun panicked and let off a round that blasted uselessly out into the sky. No one offered commentary or condolence. The silence was oppressive in response. Anvil's shell briefly hummed as he was about to land another "zinger" but Demi shushed him.

"You just need to keep anything from getting past you. They're going to hit me first, it'll be OK. I'm going to thin them out as much as possible." They meant the words, really they did, but they also knew the truth. This night could end up going very poorly for all of them. They told themself that they weren't just blowing smoke. They stood up. "Get your mugs, we're toasting."

The sentries shared uneasy glances but eventually produced their cups. They held them out as Demi served the last of the cold coffee.

"I know you don't know me and you probably haven't heard any stories." They wrapped their hands around one of the mugs and smiled, "That's OK, though." The sentry let out a gasp as warmth flowed through his hands and the coffee began to steam.

"It's the middle of the night and the worst kind of horror is creeping closer." They moved to the next sentry and repeated the gesture. "That's OK, too."

"This brood hasn't heard of me yet either. They don't know what they're walking into." Demi was glowing now. Not figuratively, their hands cut through the night in golden wreaths. Something stirred off in the forest. It was large, probably an Ogre, they'd make that a priority. The Hive were relentless but enough spectacle would distract them.

"So don't worry." Demi stood and raised the thermos to the toast. The sentries raised their cups and drank the coffee. The glow spread with the warmth and a small dawn appeared on the

battlement. Horrible cries erupted from the forest and movement began to rush between the trunks and branches. “We’ve got this.”

Demi had a hammer in their hand now, forged from pure molten Solar energy. Parts of it dripped little stars onto the reinforced concrete and sizzled away, leaving polite scorch marks. The brood closed in and the sentries could see their horrible green eyes in the dark of the trees. For a moment they were lost but then came daylight and inferno.

Demi lunged off of the barricade, a sheet of flame followed in their wake and splashed out around the base of the structure. Several eager Thrall were incinerated before there was a chance to react. The hammer followed and a group of advancing Acolytes boiled away as the air around them detonated.

The Hive returned fire but the trees caught a significant amount of the barrage, sending kindling and larger branches tumbling to the forest floor. The Ogre opened its eye and the beam knocked Demi from their feet, tearing layers from their armor and exposed skin. They bloomed in flame and launched the hammer in response. The living siege weapon recoiled, scattering the beam upwards through the canopy and raining down more branches.

The brood closed in and howled as they blistered and blackened. A pair of Knights, protected by thick shields braced against the heat, marched forward and cut at the Titan with their heavy blades. Bones broke as the swords cut down and Demi grimaced in their helmet. The brood line swarmed around them and advanced further. They could barely hear the shots fired from the barricade over the screams. The Knight lurched backwards as its shield splintered apart under machine gun fire.

Demi knew this forest would heal, its soil once held an abundance of life and it would soon be renewed. Demi forced themselves to their feet, leg snapping back into place as flames burst from the wound. They reforged their hammer in both hands and it swelled as they lifted it above their head. Now a colossal great hammer, it blazed with fury and cast deep shadows across the horde around them. Demi roared and the Hive faltered. The hammer fell and the forest became flame. The next moments were nothing but shrieks and firestorm, ash and heat.

When the sun peeked above the horizon it illuminated columns of wispy smoke and drifting embers. Trees were now burnt columns, fitting headstones for the army that was now charred corpses. The sentries had retreated back to the settlement to be greeted by calls of joy and amazement. Demi took time to ensure that nothing of the brood remained, that it all would feed the forest as it recovered.

Burn As The Sun

A cycle is contained within volcanic soil. At some point there was life, nurtured by a proper amount of heat, and that life grew and expanded until one day an immense amount of heat reduced that life to highly nutritious cinders that would go on to promote growth in the next generation. The domain of Solar is one of violence and rebirth fueled by Light that consumes

and provides in equal measure. Golden Age forges used this power to break apart materials only to combine them into even more precious and useful forms. A lone candle burning in a window rends the darkness with its mere presence. Immense payloads are hurled across a battlefield to shower their targets in raw fury. Wounds from that battlefield are closed over and repaired with motes of the same power that caused them. Solar energy is often a flame-like orange and yellow cloud that quickly disperses into more traditional pyrotechnics.

Keywords

Cure

- Buff

It takes the right amount of energy to rapidly heal damage. With the application of too little, the body can't use enough to keep itself in the fight. Too much however, and you cause the trauma you're trying to prevent. This careful burst of Solar energy invigorates and immediately restores health and vitality. The Target immediately receives a number of Regen Action Hits equal to your Power Level + your Recovery Trait.

Firesprite

- Buff
- Token

A mote of smoldering Solar Energy to stoke a Lightborn's inner reserves. Collecting 2 Firesprites generates 1 Grenade Ability Power.

Ignite

- Debuff

Everything has a point where it can no longer contain a buildup of heat and that heat has to go somewhere. Solar flames that collect on a target in sufficient quantity have a tendency to spread out from that source in a dramatic fashion. When an opponent Ignites, they receive an Impact 4 Solar, Blast 2 Hit.

Radiant

- Buff
- Duration: Measure

Your Active Weapon gains +1 Impact (+2 if Low Rate of Fire).

One of the benefits of a star is that it tends to have an excess of heat almost all the time. Tapping into this behavior enhances your weaponry's effectiveness.

Restoration

- Buff

- Duration: Handling (Max 3)

Growth happens over time and it requires a consistent flow of energy at the right levels to be the most effective. An even trickle of Solar energy administered over time allows for miraculous recoveries. On your Off-Beat, make a Free Regen Action by spending Restoration's Handling.

Scorch

- Debuff
- Duration: Handling (Max 3)

Solar heat lingers and consumes when it's accumulated without regard for safety. Though it dissipates on its own over time, it is capable of significant damage before it burns itself out. On each Off-Beat, a Scorched Target must spend all Scorch Handling to generate Impact 1 Solar Hits against itself. Spending 3+ Scorch Handling will Ignite the Target.

Grenades

Firebolt Grenade

- Handling 4
- Ignore Payload
- Impact 2
- Scorch

A blistering knot of Solar energy that bursts apart and sends bolts of flame at nearby foes.

Fusion Grenade

- Blast 1
- Delayed: Beat
- Impact 4
- Sharp

A volatile orb of Solar energy that feeds off its surroundings to detonate in a spectacular fashion.

Healing Grenade

- Duration: Measure
- Token

A burst of soothing Solar energy that heals wounds and leaves a lingering mote of restorative energy. On a Hit, an Allied Target in range gains Cure. Place a Benevolence Token at the Target's Location. Any Ally that collects the token gains 2 Restoration Handling.

Incendiary Grenade

- Blast 2
- Impact 2

A raw glob of concentrated Solar energy waiting to burst. On a Hit, Opponents gain 2 stacks of Scorch.

Solar Grenade

- Duration: Any Measure
- Token

A miniature sun, complete with hostile jets of raw Solar energy. On a Hit, place a Solar Grenade Token in a Zone within range. Any Opponents in Melee Range of the token receive an Impact 2 Solar, Scorch Hit. At the start of each Off-Beat, any Opponents in Melee Range receive an Impact 2 Solar, Scorch Hit.

Swarm Grenade

- Duration: Handling 6
- Impact 2
- Motion Activated
- Scorch
- Token

A cluster of bristling Solar energy that forms a seething cloud that is attracted to hostiles.

Thermite Grenade

- Duration: Any Measure
- Token

A burning line of Solar energy that cuts apart the battlefield. On a Hit, place a Token in a Zone within range. Opponents in the Zone receive an Impact 3 Solar, Scorch Hit. On each Off-Beat, all Opponents in the Zone gain +1 Scorch.

Tripmine Grenade

- Blast 1
- Duration: Any Measure
- Impact 10
- Motion Activated
- Token

An assembled containment of explosive, directed Solar energy that can attach to a surface and react to nearby enemies. On a Hit, place a Tripmine Token in a Zone within range. Remove the token when it is activated.

Fragments

- **Ember of Ashes** - Apply 2 stacks of Scorch when you would apply a single stack of Scorch to an Opponent.
- **Ember of Beams** - Your Solar Super Actions gain +1 Precision Hit Spread and +2 Hit Spread.
- **Ember of Benevolence** - Once per Beat, when you give an Ally Restoration, Cure, or Radiant, gain +1 Non-Super Ability Power.
- **Ember of Blistering** - Once per Beat, gain +1 Grenade Ability Power when you Ignite an Opponent.

- **Ember of Char** - Opponents damaged by your Ignitions gain a stack of Scorch.
- **Ember of Combustion** - Solar Super Final Blows Ignite the Opponent and generate a Firesprite at its location.
- **Ember of Empyrean** - Once per Measure, your Solar Weapon or Solar Ability Final Blow extends the Duration of Radiant by a Measure or grants Restoration +2 Handling.
- **Ember of Eruption** - Your Ignitions affect all Opponents in the Ignited Opponent's Zone.
- **Ember of Mercy** - Gain a Free Regen action when you Revive an Allied Lightborn or when you collect a Firesprite.
- **Ember of Resolve** - Once per Beat, gain a Free Regen Action when you land a Solar Grenade Final Blow.
- **Ember of Searing** - Once per Beat, generate a Firesprite at your location and gain +1 Melee Ability Power when you defeat 2+ Scorched Opponents.
- **Ember of Singeing** - Once per Beat, gain 1 Class Ability Power when you give 2+ Opponents one or more stacks of Scorch.
- **Ember of Solace** - Your Radiant lasts an additional Measure and you gain an extra Restoration Handling when you gain any Restoration Handling.
- **Ember of Tempering** - Once per Measure, a Solar Final Blow grants Tempered to all Allied Lightborn in your Zone.
    - Tempered
        - Duration: Measure

      You may ignore Reduced Hit Quality for being Airborne. Increase your Regen's Recovery Hit Spread by 2. Once per Beat, your Solar weapon Final Blows create a Firesprite at an Opponent's location
- **Ember of Torches** - When you Hit an Opponent with a Solar Melee Ability, all Allies in your Zone gain Radiant.
- **Ember of Wonder** - Once per Beat, generate a Power Orb in addition to rolling for Drops when you Ignite more than one Opponent.

Flair

When controlled, Solar is a marvelous force that has served humanity since the days of living in caves. Lightborn that tend the fire within can handle mundane heat sources with ease. Their will alone can ignite small fires or create a room sized pocket of warmth. The pragmatic Solar wielder may keep a meal or cup of coffee warm for as long as they wish. In emergency situations, they can launch a signal flare with a gesture. Even small amounts of Stasis may be "melted" away with a bit of time.

Stasis

Demi thought that floor 53 looked stable enough but after the incident on 38, they were revaluating their architectural understanding. Blistering desert wind ripped through the shattered windows, tossing around the tatters of long forgotten office furnishings and eliciting another bout of groans from the building's superstructure. Beneath their armor, Demi was starting to sweat.

"How much further Anvil? I'm only making this look easy."

"Easy? You know how much interference is running through this place? I've had a migrane since we got past reception. The entire building is attenuating the signal. There's barely any difference between noise and signal… or Light." Anvil shot back as he shoved his shell up against an exposed girder.

"Does that help?" Demi asked, carefully prodding the next few meters of flooring with their glaive. "You don't have a brain, how do you even get a migraine?"

"More brain than you. This lab, if it even exists, has got to have been looted by now. House Summit has stripped everything else in the area." Anvil flattened his shell and twisted a few degrees back and forth, trying to focus on the signal.

"It's still here, look at all the cabling and terminals that haven't been touched." They prodded one of the Golden Age computers and it promptly shifted into a soft spot on the floor and slipped through, plummeting out of view.

"Brace!" Demi screamed and wrapped their arm around the most reassuring piece of metal within arms reach. They closed their eyes and felt through the mental map of reinforcements they'd been laying throughout the climb. Somewhere far below an avalanche of debris was growing as the mass sped towards the ground floor. The compromised building shuddered as the wave impacted the already abused foundation. Floor 15 was gone, they couldn't feel that reinforcement at all anymore. No way of knowing what else went with it.

"And that's why Summit would've never landed here," Demi stated as they ascended to 54, "They're smart enough to know that this place is going at any moment. How much further?"

Anvil spun his shell, sending plaster and concrete chips spiraling out to join the dust. *"I think we're here. Look."*

The lab spread out before them on a floor more intact than the previous several combined. There were no windows here to be blown out, no shrapnel to annihilate the research here. A layer of sand masked visual details across every surface. There was no power but something in this room was dampening the Light, and to remind the pair that they were already on borrowed time, the building tilted ever so slightly to the left.

“This place is coming down. There’s no way we’re extracting anything in time, Demi.” Anvil zipped up a floor and came back down, *“There’s a solid overhang one floor up, that’ll get you clear.”*

Demi trailed a heavy glove across a heavy component cabinet and shook their head, “I’m going down with the building.”

“What?” Anvil did his best to blink, still not quite getting the timing down. *“The Light here. I don’t know if…”*

Demi grinned and concentrated, “Anvil, I’m good, you get clear though. I’ll see you at the bottom.” Stasis bloomed from around her hands, flowing over the lab’s surfaces blue and solid and impossibly stubborn. Unlike the patches Demi was maintaining over the dozens of floors of their ascent, this was a singular glacial mass. They strained, and the building shifted abruptly. One of the lowest patches just evaporated and that was the last straw.

Anvil started towards Demi but gravity was swifter, the skyscraper finally succumbing to time and abuse. It tilted across the skyline, drawing a wide arc across the horizon, and at the top an indigo hammer head glinting in the sunlight.

Demi dug in harder and focused everything on this room, this block, this impenetrable shell. They were trying to walk a fine line. Too much and the Stasis would hang in the air delaying the delivery of the lab to the earth. Too little and everything here shatters into pieces useless for Anvil to dig through. The realization set in: they couldn’t save the entire lab, it was just too much mass to keep together. There wasn’t enough time to know for sure which pieces were important. No time for indecision either, the desert was screaming towards them. Demi shut out the world and folded themselves into the forming cocoon of crystal. It would be enough, they decided.

Moments later a debris cloud shot into the sky, a pale replacement of the building that stood previously. Out in the distance, a chorus of Fallen Raiders was joined by atmosphere engines turning over. Anvil clocked it and did some rudimentary math, it wasn’t good. Below, the block of Stasis was mostly together with only maybe a quarter of the lab dangling from it. Demi would need help defrosting it without more damage and so Anvil flew down and scanned the block that had thankfully broken free from the rest of the collapsed structure.

“How’s the lab?” Demi asked, still stuck in the chunk.

“Mostly in one piece. I’m giving you angles to level the lab out. How’s Demi?” Anvil responded.

“Mostly in one piece. Thanks.” The dismissal was easier than forming it, but Stasis was pretty all or nothing. It didn’t appreciate half measures. Slowly, and with some dignity, the lab tilted into mostly the right angle and the rest of the block sublimated. Demi stood up with a groan, left arm hanging limp at their side.

“The Fallen are on their way, won’t be less than a couple crews. The chatter’s pretty thick already.” Anvil reported, tracking several inbound Skiffs.

“And?” Demi grunted as they tried to reset the limb, something in the air here was disrupting the Light. Anvil would’ve had this patched by now if he could so all he could do was watch as Demi formed a gauntlet of jagged blue over the broken arm as raiders started dropping into the sand.

He nodded and got out of the way.

Will Into Being

All things in the world exist as a form of some kind or another, though the physical manifestation is only a part of the equation. The dominance of one entity over another within the physical space can be made manifest with the Dark element of Stasis. Control over oneself and by extension, one’s local conditions can be pushed to extremes with the results being lattices of pure, unmoving, faceted stillness. This is not an absence of presence or energy, however. This is a solidly physical and oppressive stillness that can render living beings unto statues within their own forms. Stasis generally manifests as a deep blue haze or solid blue crystal and tends to evaporate when not maintained.

Keywords

Frost Armor

- Buff
- Duration: Beat
- Stack 3

The physical manifestation of the inability to change or be changed by the world is a useful tool to implement when that change is your unmaking. By invoking overlapping layers of Stasis, the Lightborn creates an impermeable crust that reduces incoming lethal fire to a mere annoyance. Each stack of Frost Armor counts as a stack of Armored. Remove all stacks of Frost Armor at the end of your next Beat unless the duration has been extended.

Frozen

- Debuff

An individual or object consumed by projected stillness is coated in a thick, faceted sapphire shell, their body suspended in place and time. Frozen Targets gain 4 Frozen Overshield and may not perform actions until the Overshield is removed. Frozen Overshield has Armored 4 against Primary Weapons and Shatters the Target if Broken. 2 Frozen Overshield may be removed by taking an Impact 2 Stasis Hit or by spending a Hit. Frozen Lightborn make a Simple Power Roll at the start of their Beat to generate Hits to remove Frozen Overshield.

Shatter

When the lattice of a sufficiently sized chunk of Stasis is disrupted, it creates a chain reaction that violently transforms the crystal into a cloud of razor sharp shrapnel. A Shattered Target receives an Impact 4 Stasis, Blast 2 Hit. Frozen Opponents remove all Frozen Overshield before this Hit. All Hits by Shatter in a single action are considered to be from the same source.

Slowed

- Debuff
- Duration: Any Measure

Even without being consumed entirely by Stasis, its partial effects can be debilitating as motion and thoughts are chilled and stifled by creeping indigo flakes. This Target has Shambling and Reduced Hit Quality on all Actions. If a Slowed Target would gain Slowed again, replace Slowed with Frozen.

Stasis Crystal

- Health 4
- Armored 4 vs Primary Weapons
- Token

A 2 meter tall crystal of solid, dark blue Stasis energy that appears to disregard local physics as long as it exists. Stasis Crystals are tall enough to block line of sight and act as cover. Opponents in Melee Range when the Crystal is created gain Frozen. The Crystal is Shattered when it reaches 0 Health.

Stasis Shard

- Buff
- Token

A mote of crystallized Stasis Energy reflects and refracts anyone near-by. Every 2 Stasis Shards collected grant +1 Melee Ability Power.

Grenades

Coldsnap Grenade

- Duration: Any Measure
- Token

A frisky trail of seeking Stasis energy that seeks out foes to imprison. On a Hit, an Opponent gains Snap Seeker. On each Off-Beat, or if an Opponent is defeated by Snap Seeker, move Snap Seeker to the closest non-Frozen Opponent in the Zone and generate an Impact 2 Stasis, Frozen Hit.

Duskfield Grenade

- Duration: Any Measure
- Token

A spherical cloud of tiny Stasis flakes that saps motion from anything within. On a Hit, create a Duskfield Token in the targeted Zone. On each Off-Beat, the 2 closest Opponents to the Token receive an Impact 2 Stasis, Slowed Hit.

Glacier Grenade

A packed bundle of Stasis energy that expands into a wall upon detonation. On a Hit, place 3 Stasis Crystals in Melee Range of each other in a line in the target Zone.

Fragments

- **Whisper of Bonds** - Once per Measure, generate a Power Orb in addition to rolling for Drops when defeating a Frozen Opponent.
- **Whisper of Chains** - While you have any stacks of Frost Armor, generate a Stasis Shard at the last Opponent's location when you land 3+ Final Blows during your Beat.
- **Whisper of Chill** - Landing 2+ Stasis Weapon Final Blows during your Beat generates a Stasis Shard at the last defeated Opponent's location.
- **Whisper of Conduction** - During your Off-beat you may collect a single Stasis Shard that is in your current Zone without making a Move.
- **Whisper of Durance** - Opponents that gain Slowed from your abilities are Slowed for Duration: Measure.
- **Whisper of Fissures** - When you cause Shatter, it has Full Blast.
- **Whisper of Fractures** - Gain +1 stack of Frost Armor when you defeat a Frozen Opponent with a Strike or Melee Ability.
- **Whisper of Hedrons** - Gain +2 Precision Hit Rating for Resilience and Recovery rolls and +1 Hit Rating for Weapons until the end of your next Beat after an Opponent gains Frozen from one of your abilities
- **Whisper of Hunger** - Once per Measure, gain an additional Stasis Shard when collecting a Stasis Shard.
- **Whisper of Impetus** - Once per Measure, gain +2 Handling (up to weapon's Handling, +1 if Low RoF) to one Stowed weapon after hitting an Opponent with your Melee Ability.
- **Whisper of Refraction** - Once per Measure, gain 1 Class Ability Power when defeating a Slowed or Frozen Opponent.
- **Whisper of Rending** - Primary Ammo ignores Stasis Crystal and Frozen Overshield's Armored value.
- **Whisper of Reversal** - When you inflict or receive damage from a Range: Melee action, that Opponent gains Slowed if you have any stacks of Frost Armor.
- **Whisper of Rime** - Frost Armor has Stack 5 and Duration: Any Measure.
- **Whisper of Shards** - Once per Measure, gain +1 Grenade Ability Power when you shatter a Stasis Crystal in your current Zone.
- **Whisper of Torment** - Once per Measure, gain +1 Grenade Ability Power when you take 3+ damage (or 2+ while you have Frost Armor) in a single Beat.

Flair

A Lightborn with control over Stasis may convince a small amount of matter to freeze solid or a small fire to extinguish. Tricky or imposing Lightborn can give nearby people goosebumps or make nearby breath visible regardless of temperature. With some effort, the Lightborn can generate a cold breeze, flurries, or fog in the area. Organic matter can be prevented from rotting and the pain from wounds can be numbed. Agitated individuals, including oneself can be placated or calmed by the Lightborn’s chilling presence.

Strand

Ai-ana-‘amih sat on the highest roof of the settlement with vibrant, pudgy Broodling resonating in her lap, staring out at an impossible scene. Vex, hundreds of them, poured through a gate that had not existed the morning before. Overnight, the campus to the west of the settlement had been transformed into a mesh of geometric volumes and spires. She could almost feel the radiolaria pools from this distance.

Behind her in the village, the survivors huddled together in loose groups. Some took to their roofs curious to see for themselves what so many feared, some let panic take hold and were hastily trying to pack their lives into what few hover trucks remained functional. Some took lower roads, threatening violence to try and displace the fear that overwhelmed them.

`Amih could feel all of them at once, it was almost overwhelming. And from the Vex, she could feel something different, a singular mind in so many points at once. She tried and failed to shut them out. Smoke bobbled into existence at her shoulder. *“Hey. You alright?”*

“No.” Times like these required brutal honesty, `Amih reminded herself. “I don’t know where they came from but something is going to set them off and they’re going to overrun the village.” She let her breath catch as a pair of Hobgoblins seemed to focus in on her position briefly but then went back to interacting with some kind of pillar assembly.

“We don’t have enough trucks to move the whole village and the Vex won’t stop whatever they’re doing. I can’t get rid of them by myself, there’s a Mind down there somewhere. We’d need an army and those people are not warriors.”

“But we’re not going to abandon them.” Smoke stated, managing to mask almost any hint of it being a question.

“No, we’re not going to abandon them.” `Amih confirmed.

One of the children had managed to evade their parents and clamber their way up to their roof perch. The pair turned to look pointedly at him and the Broodling in her lap stirred. She still wasn’t sure why they responded to children as readily as they did. He must’ve been no older than 6 or 7 but he was undeterred as the Broodling began a slow rhythmic circling of the child. He looked out to the Vex and cleared his throat.

“Miss Amy? Are you going to make the Vix go away?”

“Vex, with an ‘ee’. And I haven’t come to a decision on that yet.” `Amih replied with her teacher's voice. She was about to follow-up with a query as to where his parents were but a curious thing happened. The Broodling split in front of her, one remaining to circle the youth, and the other made its way back to her lap.

“Two!” chirped Smoke excitedly, *“You’ve never had two out before! How? I thought you said you couldn’t maintain the focus for more than one at the same time.”*

`Amih stood and felt out towards the boy and his Broodling, he wasn’t pulling it from the Weave, but his concern and his bravery acted as a counterbalance, she didn’t need to maintain the connection on her own. And then she looked down to the village and saw them looking up at her. There were dozens of them. They weren’t warriors and she would never risk them in a direct fight with the Vex but they might be an army yet.

It took hours of convincing and demonstration, no small amount to convince `Amih herself that it was possible, but by the time the Vex inevitably began to march towards the village there were swarms of Broodlings perched on every available surface. The village was a vibrant emerald as the sun began to set. `Amih cast her army forward at the first sign of hostility, a green tide surged towards the Vex and she watched as several of them blinked through reality. It was some ploy to gain a positional advantage but it was fruitless, the Broodlings were everywhere.

She began to build a new wave as soon as the first cohort detonated and tore into the ranks of the Vex. The villagers were behind her. They chanted and sang and yelled obscenities and she heard them all, weaving them into more and more Broodlings. She did not hesitate and the rush of Goblins and Minotaurs began to thin. The Harpies came then, some of the settlers opened fire with what personal weapons they had. The Harpies returned fire as casualties increased on both sides.

‘Amih paused her mantra for a moment to sling a trio of needles, each as long as her forearm, at a closing group of Harpies. They unraveled before her, becoming a fountain spray of green motes that spread to their comrades and began to erode them as well. It wasn’t enough. She would grind their forces down but not before the Vex dismantled the village.

A distant whine of static grew into a visible cloud and with a snap of ozone, she saw the opportunity she needed. The mind had arrived. It must not have expected interruptions in its construction project. `Amih launched herself off the roof, over the sea of radiolaria and metallic chassis. She threw out her arm, lashing a great long strand to a midpoint between her and the Mind. She pulled herself forward, thought of the villagers, and brought them with her. The Broodlings at her command snapped through the air, pulled by a singular desire made physical.

The onslaught was brutal and short lived. The Mind had no understanding of what was happening as the building-sized mass of Broodlings slammed into it and tore it from reality.

It took several weeks to scour the hazardous architecture and radiolaria from the edge of the village. The Vex decided it was not worth returning.

Never Alone

No thing is the only thing that exists in a vacuum. Everything else has a connection in some regard. Beings have interactions with other beings constantly, though weak at most times. True

connections take time and effort to form in the physical world.. When the existence of Darkness is accounted for, the connections between everyone are revealed to be numerous and dynamic. Strand is the element that binds all consciousness, physical or otherwise, to each other being in the universe. Like with gravity, most of the time this correspondence is vague and of limited use but meaningful attachment between thoughts and actors is quite easy. To the Lightborn that understand the Weave, traditional barriers seem inconsequential when they're investigating lost secrets or traversing the connection between impossible leads. Strand often appears as endless bright green strands that wrap around and pass through people and the world.

Keywords

Gnarling

- Buff

Destroying something that's detached from the Weave leaves ragged edges and remnants that build up and become ensnared with each other. These cut-offs can be formed into a dense bundle known as a Tangle. Once per Measure, when you defeat an Opponent affected by a Strand Debuff or with a Strand Ability, place a Tangle at their location.

Grappled

- Buff

Grasping a handful of background Strand and focusing on a particular point allows you to hurl yourself into the air and swing from any object or even arbitrary points in space. While Grappled, you are considered Airborne and may ignore 1 point of Acrobatic Complications. You may choose to end Grappled when you use a Strike Action to add Knockback 1, Unraveled, Blast 2 and +2 Impact to the Strike.

Sever

- Debuff
- Duration: Any Measure

When something is detached from the Weave it doesn't cease to exist, but its effects on the things around it become faded and less real. Attacks from this Target halve their Impact, rounded up, and this Target does not create Movement Complications in their Zone.

Suspend

- Debuff
- Duration: Any Measure

Taut lengths of Strand appear and restrain an object in mid-air. Non-Powerful Opponents gain Airborne and may not make Move or Actions while Suspended. Powerful or Lightborn Opponents gain Airborne, Shambling, may not use the Aim Action, and lose their Free Move. Actions against Suspended Opponents gain +2 Hit Spread.

Tangle

- 3 Health
- Intentionally Explosive (Strand)

This tightly twisted ball of Strand is an unstable connection to a local point in the Weave and can be held, thrown, or shredded with little effort. A Tangle may be Collected and becomes your Active Weapon. You may only perform the Use Ability (Throw Tangle) and Sprint Actions while carrying a Tangle. Changing your Active Weapon dissolves the Tangle without it detonating.

Threadling

- Health: 3
- Intentionally Explosive (Strand)
- Token

Strand connects ideas and thoughts, not just things. Threadlings are self-motivated bundles of Strand that seek out and neutralize threats. On each Off-Beat, if the Threadling is in Melee Range with an Opponent or there are no Opponents within Long Range it is Defeated, otherwise it makes a Move towards the closest Opponent within Long Range.

Throw Tangle

- Ability
- Blast 1
- Impact 4
- Payload
- Range: Medium

On a Precision Hit, Allies in your Zone with a Readied Grapple Grenade may activate their Grenade Ability for Free to become Grappled in the Target's Zone.

Unravel

- Debuff
- Duration: Any Measure

An entity's connection to the Weave can be radically disrupted such that interactions with it cause it to shed pieces of its connection that burst outward and collide with other entities. Once per Beat, when this Target is Hit or Defeated, generate an Impact 1 Strand Hit on the closest 2 Opponents in the Zone.

Woven Mail

- Buff
- Duration: Any Measure

Knowing that there is a web of connective energy around you at all times, you tap into the Weave, and wrap yourself in it, gaining a spontaneous protective layer of rippling green Strand energy. Gain Armored 4 against non-Precision Hits while Woven Mail is active.

Grenades

Grapple Grenade

- Grappled
- Range: Medium

A long length of held Strand thrown out towards another part of the Weave. On a Hit, you gain Grappled and make a Free Move ignoring Complications to anywhere in the target's Zone. Opponents Hit by Grapple Grenade are Staggered. If you Hit a Tangle with Grapple Grenade, change your location to the Tangle, Ready your Grapple Grenade, and you may Collect the Tangle.

Shackle Grenade

- Blast 3
- Impact 4
- Suspend

A whirling length of Strand that disrupts, entangles, and pulls into the air anything nearby when it detonates.

Threadling Grenade

- Ignore Payload

A trio of budding Strand kernels that blossom into fully formed Threadlings after a short moment. For each Hit, generate a Threadling Token in the target's Zone, up to a maximum of 3.

Fragments

- **Thread of Ascent** - Gain a Free Reload when you activate your Grenade Ability. On your next Beat, gain +1 Hit Spread and ignore Reduced Hit Quality for being Airborne.
- **Thread of Binding** - Super Final Blows apply Suspended to the closest 2 Opponents in the Zone.
- **Thread of Continuity** - Your Suspend, Unravel, and Sever effects have Duration: Measure.
- **Thread of Evolution** - Your Threadlings can seek out Opponents at Range: Long 2 and have +2 Impact when they detonate.
- **Thread of Finality** - Minion Finisher Final Blows generate 1 Threadling. Powerful Finisher Final Blows generate 3 Threadlings.
- **Thread of Fury** - Once per Measure, gain 1 Melee Ability Power when you damage 2+ Opponents with a Tangle.
- **Thread of Generation** - Once per Measure, gain 1 Grenade Ability Power after dealing 6+ Damage in a single Beat.
- **Thread of Isolation** - 3+ (2+ for Low Rate of Fire) Precision Hits on a single Opponent applies Sever to all Opponents in that Zone.
- **Thread of Mind** - Once per Measure, gain +1 Class Ability Power when you land a Final Blow on a Suspended Opponent.

- **Thread of Propagation** - Melee Ability Final Blows gives your Strand Weapons Unraveling Rounds for the rest of your Measure.
- **Thread of Rebirth** - Once per Beat, your third Strand weapon Final Blow per Beat generates a Threadling at the Opponent's location. Powerful Opponents count as 2 Final Blows.
- **Thread of Transmutation** - Once per Measure, while you have Woven Mail, 2+ weapon Final Blows in a single Beat generates a Tangle.
- **Thread of Warding** - Gain Woven Mail, Duration: Your Beat, when you collect an Orb of Power.
- **Thread of Wisdom** - Once per Measure, 2+ Precision Final Blows on Suspended Opponents in a single Beat generates an Orb of Power.

Flair

An accomplished Weaver can use small portions of Strand to bind two small objects together, patch up clothing or tears, or even stitch a wound closed. With enough familiarity the Lightborn can whisper to another individual at a great distance. With a strong enough grasp of the local Weave, the Lightborn's spoken voice can be heard by everyone within a city block. Lines of Strand may be tucked into the Weave to leave a trail of "thread crumbs" to help with navigation. Understanding the subtle vibrations that move across the Weave allows the Lightborn to read surface emotions of someone nearby or to get a glimpse of a past interaction with an object.

Void

“I don’t like this.” Digger lamented from her position in an electrical box overgrown with weeds. It would’ve been a good hiding spot if it weren’t for her conspicuous glowing eye.

“Dig, they killed people.” Tizona was looking for the Cabal Legionnaire’s helmet release, which was significantly more difficult as they were currently suspended upside down by a wrap of steel wire looped over a girder. A click and a sharp hiss announced the release of the helmet. Tiz caught it before it had a chance to make any noise on the concrete below.

“Yeah, I know, but is that all we have?” Her eye dimmed a bit and she fidgeted, scraping and rustling on the inside of her metal box. “More killing?”

The Legionnaire stirred and struggled in its bindings. Tizona concentrated and the area around them dampened, their noises becoming murmurs. “Uh, hey, hi, My name is Tizona. What’s your name?”

Digger brightened a bit.

“Chu’tal, Private. 2nd Column, Bloodletters.” The Legionnaire kept their gaze locked forward, rotating slightly as the steel wire flexed.

“See? Dialog! This is great!” Digger chirped.

“You attacked a human settlement yesterday. They had no soldiers. Several are dead.”

Chu’tal didn’t respond. Their gaze shifted away from Tizona. “You have stripped me of my weapon and my honor. If you are a true warrior, you will finish me.”

Digger dimmed again and sulked further into the box.

“I’ll tell the Bloodletters that Chu’tal died attempting to prevent my approach. And then I’m going to let you go. You will have to figure out what to do with that.” Tizona turned to look at the bivouac lights in the distance. “And then I’m going to send them a message. I’ll stop by here after I’m done, for whatever that’s worth.”

Tizona slid their helmet on, a faceplate of emptiness wreathed by a soft wash of Void. He slipped the wire free from its catch and let Chu’tal drop to the ground. Then he disappeared from sight.

From the shadows of the electrical box Digger whispered, “You’ll want to pay attention to this part.”

A lone Psion perched upon a rusted out crane rigging has a half second to register a pulse of Void smoke before a whirl of motion forms into a Hunter bicycle kicking them into unconsciousness.

Several moments later, a pair of Phalanxes stagger in the wake of a Suppression Grenade before their blast shields slam against their heads and they're left unconscious at their guard post.

An Incendior scrambles to eject their propellent tank, their system alerts suddenly blaring as a ghostly purple knife punctures the circulation lines on their battle suit.

The camp circles into a defensive ring as Val Telan sends order after order into his local battle network. In moments, the shifting of armor quiets as the troopers take position, with only the soft whirring of their sole Colossi's Slug Thrower engaged at the ready. Battle armor scanners sweep the full circle of the camp's perimeter, feeding empty telemetry back to the Val's combat suite.

A pulse from the darkness breaks the stillness and impacts above the defensive ring. A dozen tendrils of Void erupt from the shifting sphere and instantly find the Cabal soldiers. A ripple appears next to Val Telan's immobilized body and Tizona's invisibility drops.

"Here's how this goes. If you or your superiors order any unprovoked hostilities against Human settlements, I will find your command ships and I will fly them into the sun with you on them."

Tizona unsheaths a long, single edged blade from under their cloak and works through the defensive ring, cutting the weapons from each of Cabal in turn as Tiz's gravitic anchor keeps them defenseless, stopping only when he reaches Val Telan last. After several moments the anchor dissolves back to the space between things and the Cabal forces recover, looking towards their commander.

"My people just want to live. There is no place for your war here. You can find your glory, but not at our expense." Tizona says, squared against the form of the Val, easily twice his size and several more in mass. He lets the words hang for a moment before sheathing his blade and vanishing from sight.

The Bloodletters disband that night and in a rundown bar somewhere on the west coast of Europe, a man that used to be Chu'tal pours out drinks to a fresh wave of nomads passing through his village.
<END NARRATIVE>

A suddenly introduced emptiness has a drastic effect on its surroundings. Vacuums tear things from their footing and create intense turbulence and an infinitely grounding force can disperse massive quantities of energy at a rapid pace. The "darkest" of the Light elements, Void represents a path towards entropy and the manipulation of energy through focused and abrupt

dismissal. This force didn't receive as much research during the Golden Age and so its mundane applications were rare and mostly limited to laboratory settings. In the Dark Ages, it's a somewhat misunderstood force that can sometimes be mistaken as not of the Light. When visible, Void is swirling tethers or spheres of purple-black hanging in space.

Keywords

Devour

- Buff
- Duration: Beat

Being able to creatively distort the flow of energy allows a Lightborn to diminish their foes' reserves while reinforcing their own. Once per Beat while Devour is active, gain a Free Regen Action and extend Devour's Duration by a Beat when you land a Final Blow. Your Regen Actions from Devour have minimum Hits equal to your Recovery, or the default, whichever is higher. Once per Beat while Devour is active, gain 1 Grenade Ability Power when you land 3+ Final Blows.

Suppressed

- Debuff
- Duration: Any Measure

Proper application of Void disrupts and nullifies the useful energy of technology, magic, and physics. This Opponent may not use Ability Actions, its currently active Ability effects are canceled, its Fire Weapon Actions have Reduced Hit Quality, and it may not change Zones with Moves.

Void Breach

- Buff
- Token

A mote of wispy Void Energy that draws light from its surroundings into a dark pin-hole at its center. When a Lightborn has collected 2 Void Breaches, they convert into 1 Class Ability Power.

Void Invisibility

- Buff
- Duration: Any Measure

Careful lensing of energy allows the Lightborn to generate a cloaking force that removes individuals from all forms of sensors and senses. Weapon and Ability Actions against this target have Reduced Hit Quality. Invisibility is removed when this Target performs a hostile action (including Fire Weapon and Use Ability actions).

Void Overshield

- Buff

- Duration: Measure
- Overshield (Void) *See Overshields, pg. XX*

This shimmering field of Void energy encases and protects its subject from hostile energies and forces. You have +1 Armored while you have a Void Overshield. Gaining Void Overshield is cumulative, with a Max of Resilience + Power Level.

Volatile

- Debuff
- Duration: Any Measure

A layer of unstable Void energy clings to an enemy, erupting when catalyzed by further entropic forces. When this Opponent takes damage or is Defeated, create an Impact 2, Void Hit on the nearest Opponent in its Zone and remove Volatile.

Weaken

- Debuff
- Duration: Any Measure

Foes caught in this sapping effect watch their device's and weapon's power bleed out into nothing. This Opponent has Blunt on all actions, gains Shambling, and Hits against this target have Enhanced Hit Quality.

Grenades

Axion Bolt

- Blast 2
- Impact 4

A burst of Void energy that coalesces into floating balls of unstable Void energy. On a Hit, generate an Axiom Token at the target's location.

Axion Token

- Duration: Any Measure
- Health: 5
- Inevitable
- Intentionally Explosive (Void)

A loose concentration of Void energy that seeks out nearby high energy sources and explodes. The token is defeated if it is in Melee Range with an Opponent or if its Duration expires.

Magnetic Grenade

- Blast 1
- Impact 4

A flickering, sticky globe of rapidly decaying Void energy. On a Hit, the Target receives an additional Impact 4 Void, Blast 1, Delay 2 Hit.

Scatter Grenade

- Blast 2
- Handling 4
- Ignore Payload
- Impact 2
- Wide Spread

A wide dispersal of unstable Void energy that wreaks havoc over an area of the battlefield.

Spike Grenade

- Duration: Any Measure
- Impact 3
- Token

A flare of Void that erupts in a conical shape for a short period of time. On a Hit, place a Token in the target Zone. On each Off-Beat, an Opponent in the Token's Zone receives an Impact 3 Void Hit.

Suppressor Grenade

- Blast 2
- Impact 4
- Suppressed

A muted pulse of Void that strips near-by adversaries of their protections and disrupts their offensive capabilities.

Voidwall Grenade

- Duration: Any Measure
- Token

A flaring line of vibrant purple Void energy that burns across surfaces. On a Hit, place a Voidwall within a Zone in range. All Opponents in the Voidwall's Zone receive an Impact 2 Void Hit. On each Off-Beat, Opponents in Melee with the Voidwall receive an Impact 1 Void, Volatile Hit.

Vortex Grenade

- Blast 1
- Impact 4
- Duration: Any Measure

An orb of nearly black Void energy that erupts into a consuming cloud that pulls in anything near it. On a Hit, place a Vortex Token within a Zone in range. On each Off-Beat, move one Opponent in the current Zone into Melee Range of the Vortex Token. Opponents in Melee Range of the Vortex Token receive an Impact 2 Void Hit at the end of each Off-Beat.

Fragments

- **Echo of Cessation** - Your Finisher Final Blows generate an Impact 1 Void Volatile Hit on the closest 2 Opponents. Once per Beat, defeating a Volatile Opponent generates a Void Breach at its location.
- **Echo of Dilation** - Once per Measure, you may use Sprint as a Free Action.
- **Echo of Domineering** - Once per Measure, after you apply Suppressed to an Opponent, you may make a Free Reload with your Active Weapon and take a Free Move. Once per Measure, generate a Void Breach at the Opponent's location after defeating a Suppressed Opponent.
- **Echo of Exchange** - Once per Measure, when you perform a Melee or Strike Final Blow, gain 1 Grenade Ability Energy.
- **Echo of Expulsion** - Your Void Ability Final Blows generates an Impact 3 Void Hit on the nearest Opponent within the Zone.
- **Echo of Harvest** - After defeating a Weakened Opponent with a Precision Final Blow, generate 1 Power Orb and a Void Breach at the target's location.
- **Echo of Instability** - After defeating one or more Opponents with a Grenade Ability, your Void Weapons gain Volatile Rounds.
  Volatile Rounds
    - Duration: Any Measure

  An Opponent damaged with this Weapon gains Volatile.
- **Echo of Leeching** - Once per Beat, your Melee Ability or Strike Final Blows grant all Allies in the current Zone a Free Recovery.
- **Echo of Obscurity** - After defeating an Opponent with a Finisher Final Blow, gain Invisibility.
- **Echo of Persistence** - Your Void Overshield lasts an additional Measure before it expires. Your Devour and Invisibility lasts an additional Off-Beat before they expire.
- **Echo of Provision** - Once per Beat, damaging 3 or more Opponents with a Void Grenade Ability generates 1 Melee Ability Energy.
- **Echo of Remnants** - Your Void Grenades with Duration have Duration: Measure.
- **Echo of Reprisal** - Once per Measure, a Final Blow while in a Zone with 3+ Opponents generates 1 Super Ability Energy.
- **Echo of Starvation** - Gain Devour when you collect a Power Orb or Void Breach.
- **Echo of Undermining** - Your Void Grenades gain Weaken.
- **Echo of Vigilance** - Gain Void Overshield equal to your Resolve when you defeat an Opponent while your Shields are Broken.

Flair

A Lightborn may use subtle shifts in gravity to manipulate clouds of particles and push/pull objects with a form of "telekinesis". The absorbing nature of Void energy makes it well suited for nullifying communications signals in the area as well as muffling nearby sounds. The Lightborn can modify the weight of small, mundane items they can carry or reduce the weight of a larger object for a short time. Small singularities of Void energy can be used to completely extinguish mundane Arc or Solar energy reserves.

Prismatic

<narrative: Prismatic spotlight>

Elemental Light is rooted in the physical forces of creation. Elemental Darkness is the manifestation of the metaphysical. It is not that Light and Dark are in opposition to each other but rather they exist on the separate sides of the coin that is reality. With a dedicated enough focus to both, it is possible to create a bridge that connections portions of each. Prismatic doesn't have an identity of its own, representing an individual's study of combining their own Light and Dark into a unique personal expression. Prismatic effects at their core are of their original Elemental energies. A Firebolt Grenade still burns with the power of the sun and a Threadling still crawls upon the universe's Weave. When calling upon the blended energies of Transcendence, a Prismatic practitioner emits a pronounced pinkish kaleidoscope of colors.

Prismatic Subclass

Every Hunter, Titan, or Warlock has the ability to purchase the Prismatic Element as a Subclass through character advancement as long as they have access to at least one Light AND Darkness Subclass. This advanced Subclass requires substantial investment in order to be utilized effectively. Abilities and Aspects may be selected from any Subclass the Lightborn has learned but are subject to the same limitations of a single active Class, Grenade, and Melee ability, as well the limit on active Aspects. While Prismatic, you may have an additional Fragment activated above your Power Level's maximum. Fragments for Prismatic must be obtained from the Prismatic Element directly and Fragments from other Subclasses may not be used.

Keywords

Impossibility Embraced

Your Subclass and Elemental Abilities that trigger from their own matching Keywords, will now trigger upon any of your non-Kinetic, Elemental based actions. If an ability normally triggers on a Void Final Blow, that ability will now trigger on any Final Blow caused by your non-Kinetic, Elemental damage. If an ability would trigger on a specific Elemental Buff or Debuff, it will now trigger on any Element Buff or Debuff respectively.

Transcendent Light

- Stack 8

Arc leaps, Solar burns, Void consumes. These primal forces create and annihilate in equal measure. Once per Beat, gain a stack of Transcendent Light whenever you apply a Light Element's buff or debuff, or deal damage with a Light Element. If you have max stacks of Transcendent Darkness, once per Beat, gain a stack of Transcendent Light when you deal Kinetic damage with a weapon.

Transcendent Darkness

- Stack 8

Stasis halts, Strand flows. These primordial concepts bind the fibers of reality together. Once per Beat, gain a stack of Transcendent Darkness whenever you apply a Darkness Element's buff or debuff, or deal damage with a Darkness element. If you have max stacks of Transcendent Light, once per Beat, gain a stack of Transcendent Darkness when you deal Kinetic damage with a weapon.

Transcendence

- Duration: (2x Power) Handling
- Fast
- Reliable

Blend Light and Darkness into a wondrous and devastating force that reforges the world around you. Unleashing this state allows the Lightborn to redefine the meaning of impossibility again by reaching even further than the Light or Darkness is capable of on its own. When both Transcendent Light and Darkness are at maximum stacks, Transcendence may be activated, granting Handling equal to twice the Lightborn's Power Rank. Your Grenade and Melee Abilities are immediately Readied when activating Transcendence.
While Transcendence is activated, you no longer gain Stacks of either Transcendent Light or Transcendent Darkness, your Grenade Ability must be replaced with one of the acquired Prismatic Grenades, and Transcendence Handling may be added to your Fire Weapon, Perform Finisher, Strike, Regen, Sprint, and Use Ability actions. At least 1 Handling per Beat must be used or Transcendence deactivates and all remaining Handling is discarded. While Transcendence is active, once per Beat gain 1 Melee Ability Power when you land a Grenade Final Blow. While Transcendence is active, one per Beat gain 1 Grenade Ability Power when you land a Grenade Final Blow. When Transcendence deactivates, remove all stacks of Transcendent Light and Darkness.

Grenades

Hailfire Spike

- Duration: 4 Handling
- Payload 2
- Solar
- Stasis
- Token

A coil of Stasis and Solar attaches to a surface and sends a column of Stasis outward to slow opponents before erupting into a Solar inferno. On a Hit, place a Hailfire Spike Token at a Location in range. On each Off-Beat, roll the Spike's Handling to generate Impact 1 Stasis, Slow Hits that may only target Opponents in the token's Zone. The first time that Hailfire Spike depletes its Handling, it gains 4 Handling and changes its Hits to Impact 2 Solar, Scorch.

Electrified Snare

- Arc
- Duration: 4 Handling
- Payload 1
- Strand
- Token

An intense burst of Strand wrapped around a dense core of Arc energy that traps opponents and rips through them with electricity. On a Hit, place an Electrified Snare token at a Location in range. All Opponents in the token's Zone receive an Impact 1 Strand, Suspending Hit. On each Off-Beat, roll the Snare's Handling to generate Impact 2 Arc Hits that may only target Opponents in the token's Zone. Precision Hits also generate an Impact 2 Arc Hit on a separate target within the Zone.

Freezing Singularity

- Duration: 6 Handling
- Payload 2
- Stasis
- Token
- Void

An ultra dense shell of Stasis coating a kernel of Void that slows and tears at opponents before imploding. On a Hit, place a Freezing Singularity token at a Location in range. On each Off-Beat, roll the Singularity's Handling to generate Impact 1 Stasis, Slow Hits that may only target Opponents in the token's Zone. When the Singularity's Handling is depleted, generate an Impact 4 Void, Blast 3, Suppressing Hit on an Opponent in the token's Zone.

Fragments

- **Facet of Awakening** - Generate an Elemental Mote matching the element of your Final Blows when you land 2+ Final Blows with non-Kinetic damage.
- **Facet of Balance** - Once per Measure, gain 1 Melee
- **Facet of Blessing** - You, or all Allies in your Zone if you're Transcendent, gain a Free Regen Action during your Off-Beat when you land a Strike or Melee Ability Final Blow.
- **Facet of Bravery** - Grenade Ability Final Blows grant Volatile Rounds to your Void weapons. Melee Ability Final Blows grant Unraveling Rounds to your Strand weapons.
  Volatile Rounds
    - Duration: Any Measure

  An Opponent damaged with this Weapon gains Volatile.
  Unraveling Rounds
    - Duration: Any Measure

  An Opponent damaged with this Weapon gains Unravel.
- **Facet of Command** - Once per Measure, gain a Free Reload and +2 Handling (+1 if Low RoF) for your Active Weapon when you Freeze or Suppress a target. Once per Beat, generate a Stasis Shard or Void Breach at the Opponent's Location when you defeat a Frozen or Suppressed Opponent.

- **Facet of Courage** - Your Arc, Solar, and Void abilities have +1 Impact against Opponents affected by Darkness debuffs.
- **Facet of Dawn** - Gain Radiant when you spend a Melee Ability Hit for Impact. All Allies in your Zone gain Radiant when you land a Melee Ability Final Blow.
- **Facet of Defiance** - Finisher Final Blows create an Impact 2 Hit on the closest Opponent with an Elemental damage type and debuff that matches your Super's Element.
    - Arc - Jolted
    - Solar - Scorch 1
    - Stasis - Slowed
    - Strand - Severed
    - Void - Volatile
- **Facet of Devotion** - Once per Beat, a Final Blow on an Opponent with a Darkness Debuff grants +1 Light Transcendence.
- **Facet of Dominance** - Your Void Grenade Abilities gain Weaken. Your Arc Grenade Abilities gain Jolt.
- **Facet of Generosity** - Your first 3 Final Blows per Beat while Transcendent creates an Orb of Power at the Opponent's Location.
- **Facet of Grace** - Once per Beat, gain +1 Transcendent Light or Darkness, whichever is lower, when you spend a Hit with a Kinetic Weapon for Impact. Once per Super, all Allies in your Zone gain Transcendent Light or Darkness equal to your Power Rank when you land a Super Final Blow. This may be split between Light or Darkness as you wish.
- **Facet of Honor** - Once per Beat, gain Transcendent Light or Darkness when you collect a matching Elemental Mote, or destroy a Tangle.
- **Facet of Hope** - Once per Beat, gain +1 Class Ability Power while you are affected by an Elemental Buff.
- **Facet of Justice** - While Transcendent, your Ability Final Blows generate an Impact 2 Hit of the same Element as the Ability to the 2 closest Opponents to the Defeated Opponent.
- **Facet of Mending** - Once per Beat, gain Cure after you land a Grenade Ability Final Blow. While Transcendent, your Recovery is treated as +3 during this Cure.
- **Facet of Protection** - While in a Zone with 3+ Opponents, gain Armored 2, or Armored 4 if Transcendent.
- **Facet of Purpose** - Once per Beat,collecting an Orb of Power grants an Element Buff based on the Element of your Super Ability.
    - Arc - Bolt Charge
    - Solar - Restoration
    - Stasis - Frost Armor
    - Strand - Woven Mail
    - Void - Overshield (equal to your Resilience)
- **Facet of Ruin** - Shatter affects all Opponents in the Zone. Ignite has Full Blast.
- **Facet of Sacrifice** - Once per Beat while you have an Light Buff, gain +1 Transcendent Darkness when you land an Ability Final Blow.

- **Facet of Solitude** - Generate an Impact 1 Severing Hit on the closet 2 Opponents, or all Opponents in the Zone if Transcendent, when you spend 3+ Precision Hits (2+ if Low RoF) for weapon Impact.

Flair

A Prismatic Lightborn is an avatar of impossible creation and the output is not subtle or precise. Holding on to both Light and Darkness at the same time is committing to holding on to contradiction and the primordial chaos itself. The magnitude of control required for Prismatic to be wielded as a scalpel is yet to be discovered and attempting surgery with it will end disastrously. Examples of Prismatic Flair include the spontaneous growth of a grove of plants that smell like candy and shatter like glass, a flock of birds made of meters of unwinding and everburning thread, or an animated billboard sized shadow box illustrated with Hawking radiation and Arc-laced neon.

If a Lightborn attempts to utilize Prismatic Flair for anything other than unchecked creation or destruction, the outcome will always be a monkey's paw with more negatives than positives. A Storyteller may allow Prismatic Flair, but their effects should most certainly be uncontrolled with unexpected and harmful (and lethal) side-effects.

Chapter 3: Mechanics

<mechanics narrative>

Earthwild is a tool to tell stories in the world of the Collapse, where humanity has no guarantee of safety and threat comes in all forms, alien or familiar. This chapter outlines all of the core mechanics that you'll need to know to navigate the Dark Ages.

Resolving Actions

Handling

Firing a weapon, using a Skill Kit, and other actions use Handling. This is the representation of resources, time, and effort being spent towards a goal, whether that's building a wall or fending off a horde of oncoming Hive Thralls. For example, an Expert Diplomacy roll has a Handling of 6. The average Submachine Gun has a Handling rating of 10. When you need to make a roll, you'll roll one or more 12-sided dice (the dice that look like Engrams), also called d12s, and check the number showing on the dice. Each Handling outcome represents a portion of your action's effectiveness and allows you an opportunity to make a change to the story.

Ex. Hunter needs to piece together a simple distraction using spare parts found around an abandoned mechanic's shop. The storyteller agrees that this is a test of how clever they can be with the available resources and Intellect is chosen as the attribute for the roll. Hunter has spent a significant amount of time kit-bashing solutions from junk and has an Expert rating in Fieldcraft so their Handling for the roll is 6.

Simple Roll

Sometimes the storyteller asks you to make an ad hoc roll or the rules state that you need to make a Simple *something* Roll. When resolving any Simple Roll, that action has a Handling of 3, using the declared Attribute.

Ex: Hunter is called on to make a Simple Intellect Roll to plot a route through a dense urban sprawl. Their Handling for the roll is 3.

Outcomes

Each rolled dice generates one of three outcomes: a Hit, a Precision Hit, or a Miss. Depending on the roll being made, you may only need a single Hit showing to represent success or you may need a Precision Hit regardless of how many Hits are showing. Low stakes tasks generally require only a single Hit while more complicated or high stakes tasks require multiple Hits or Precision Hits in a single roll. Handling is used during Combat Scenes to deal damage, maneuver, and activate your Abilities.

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Sample Outcome Levels
1 Hit - Shove an empty dumpster out of the way. Decrypt a rudimentary security sequence. Land a jump ship manually under ideal conditions.

2 Hits - Move a filled dumpster without any wheels. Break a moderate level encryption routine. Land a jump ship in inclement weather.

3 Hits - Lift a filled dumpster for several seconds. Break into a moderate security system while fending off an inquisitive Golden Age AI. Keep a jump ship steadily hovering off the deck of a wrecked arcology in the middle of a storm.

5 Hits - Tear off a containment unit that's been welded to a bulkhead. Go head to head with a hostile Golden Age AI in a virtual arena. Navigate the wreckage of an arcology with a jump ship during a hurricane.

10 Hits - Throw a containment unit filled with molten salt at an advancing Cabal platoon. Restrain a Golden Age AI and force it to work against its programming. Escape the depths of an orbital array in your jump ship before it explodes during a hurricane in Jupiter's upper atmosphere.
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Hit

A die counts as a Hit when it's showing a 10, 11, or 12 regardless of what attribute was selected for the action. Hits represent a basic level of accomplishment in whatever task is being performed. Multiple Hits indicate an increased amount of the desired effect if applicable.

Precision Hit

A die counts as a Precision Hit when it shows a number equal to or under the Attribute rank tied to the action. This is a particularly good condition that represents an effect above and beyond the initial goal. When the number of Hits matter in a roll, a Precision Hit may be spent as 2 Hits towards the goal. Certain goals may require Precision Hits specifically in order for the action to be considered successful.

Miss

A die that is not showing either a Hit or a Precision Hit is considered a Miss. These dice don't contribute to the successful completion of the goal but may have other uses depending on the situation or action being performed.

Ex. Hunter spends what few minutes they have to set up a distracting mix of lights, sparking equipment, and smoke to cover their escape. They make a roll with Novice Fieldcraft (Handling 3) with their Intellect (rank 3) as their chosen attribute. The dice rolled are 2, 4, 11. This generates one Hit (11), one Precision Hit (2), and one Miss (4). They manage to cobble together

enough components and wire them up to create an impromptu fireworks display that gives them more than enough time to make a careful exit.

Roll Modifiers

The outcomes of Handling are affected by a wide variety of adjustments that come from abilities, environmental hazards, (mis)behaving technology, and any number of other factors. There are two major ways to modify the outcome of your Handling rolls: Quality and Spread. These modifiers are applied when the Handling is spent, not when they're rolled. This means that effects can change how Handling is spent during the course of an action as new outcomes become available.

Hit Spread / Precision Hit Spread

Certain effects and abilities may change the numbers that count as a Hit or Precision Hit. Precision Hit Spread increases from the "bottom" of the die while Hit Spread increases from the "top" of the die. If the spread of numbers would overlap, Precision Hits take priority.

Example, a +1 Precision Hit Spread for a rank 2 attribute roll would occur on a 1, 2, or 3. A +1 Hit Spread would count as a Hit on a 12, 11, 10, or 9. If the spread of numbers would overlap, Precision Hits take priority.

Hit Quality

Some effects and abilities may substantially change the outcome of a roll. These modifiers affect Hit Quality and tend to have significant consequences. An effect that grants Increased Hit Quality treats the spent Hit as a Precision Hit but Precision Hits and Misses are not changed. An effect that grants Reduced Hit Quality treats a spent Precision Hit as a Hit, and a spent Hit as a Miss.

Example, a Side Arm (Mobility 3) is fired with Enhanced Hit Quality and rolls 3, 6, 10. The 3 and the 10 are both Precision Hits.

Example, a Side Arm (Mobility 3) is fired with Reduced Hit Quality and rolls 3, 6, 10. The 3 is a Hit while the 6 and the 10 are Misses.

Power Surge

Lightborn have a vast array of powerful abilities at their command and all of that stems from the miraculous effects of paracausality, or, the ability to ignore the laws of physics and make something happen through sheer determination alone. During moments of desperation or extreme focus, these heroes can make the impossible happen.

Before or after a Use Ability or Fire Weapon roll, and before spending the dice for the outcome, your Ghost may decide to give you a Power Surge. Roll another set of dice using the same conditions that you just rolled (Handling, Attribute, Hit Spread modifiers, etc.) and add the

results of both rolls together when deciding the outcome. Your Ghost starts each Session with a number of Surges equal to your Lightborn's Power rank. You regain a Surge at the start of each new Scene.

Some extreme displays of Power, like reviving a defeated fireteam member in a Lightless Zone, may also require the expenditure of a Power Surge.

If your Lightborn no longer has a Ghost, this feat may be performed once per Session as they pull from what little remaining Power they have access to.

Ex: Hunter is trying to stop a mob of Thralls from tearing apart a poorly defended settlement. They made a Handling 4 roll with their auto rifle and only generated a single Hit. Hunter's Ghost knows that those people are going to die if the Thralls get loose and activates a Power Surge. Hunter immediately rolls another 4 dice, adding those results to the prior Hit.

Gear

Lightborn carry a variety of gear with them in order to survive hostile encounters and venture into areas devastated by the Collapse. While your Ghost's abilities are amazing and your Powers are little miracles of themselves, they're not something that can be maintained without cost or effort. Existing in the world is filled with mundane challenges and oftentimes the solutions to those challenges are equally mundane. Sometimes you don't need space magic to stop some raiders, you might just need some reliable armor, a well maintained firearm, and a coffee.

Transmat Storage

One of the pieces of technology that survived the Golden Age, was the knowledge of how to encrypt and decrypt matter using transmaterial transportation technology (shortened to Transmat). This allows for the bulk of materials to be compressed and packaged into containers that can support transmat interactions. Transmat Storage is limited not by classical definitions of mass and volume, but by complexity. The more complicated an item, the more effort it takes to encode and store.

When dealing with hauling around gear and other items, the measured unit is a simple Transmat Unit or TU. TU can only be used in whole increments. Everything in the world breaks down into one of these levels of classification. For individual objects that are more complicated, expect to have to use some kind of dedicated industrial sized Transmat equipment.

The following are examples of common classifications and what your Ghost is able to Transmat without outside assistance. These examples are not exhaustive:

- 1TU - Primary Weapon, Common Dark Age Items, Ammo Synthesis
    - Every 10 Glimmer you carry consumes 1TU
- 2 TU - Special Weapons, Armor Mods

- 3 TU - Heavy Weapons, Advanced Golden Age Items
- 4 TU - Exotic Weapons, Exotic Armor Mods, Sparrows and Hoverboards

Ghost Storage

Ghosts can naturally perform limited transmat behaviors, a necessity when rebuilding their Lightborn's body after it's been annihilated. Ghosts may store items in their internal buffer, but it is a somewhat taxing process. Initially encoding an item is a process that takes downtime, especially for more complicated patterns. Once properly encoded, a Ghost is able to manifest and dissolve a stored pattern at a moment's notice, even in combat situations. A Ghost has a capacity of 10 times their Lightborn's Power Rank in Transmat Units. Retrieving anything from Transmat Storage takes a few moments, or a Beat during a Combat Scene. Weapons and Armor Mods retrieved from storage have no loaded ammunition or energy reserves.

Engrams

In the Golden Age, an alternate state of matter was created and named "engram". This state is a pure, compressed, and potentially encrypted collection of matter that allows items to be stored, transported, replicated, and restored to a usable form. These Engrams allowed for a radical evolution in mechanical design and manufacturing and the rapid advancement of all areas of technological research. In the Dark Ages, there's a simpler word to describe them: loot.

When your ghost decodes an Engram during downtime, it adds it to its Transmat Storage, allowing it to recreate that specific item in the future. This allows a Lightborn and their Ghost to store a significant amount of items on their person without encumbrance. Ghosts may convert an item into their Transmat Storage given enough time and the complexity of the object being bound. Most living matter can't be converted and various alien technologies appear to be resistant to the conversion as well.

Experts with the right facilities may also have the ability to transform Engrams into their physical manifestations without the use of a Ghost and without binding that item to a particular Transmat Storage instance. The survivors of the Dark Ages are always looking for the edge that keeps them alive to see the next day and trade for engrams and those that can unlock their secrets are always in high demand.

Rarity

All Engrams/Gear have an associated Rarity value. This Rarity describes generally how well the Gear was made and how capably it operates in the field. Each tier of Rarity has an increasing amount of modularity, robustness, and value. Engrams are generally color coded by Ghosts for easy recognition and comparison.

Encoded

Basic devices and materials that are commonly used and transported throughout the post-Collapse world. This represents anything that can currently be manufactured in contemporary time.

Color: White
Mod Slots

- Weapons: None
- Armor: None
- Ghost: None

Encrypted

Advanced devices and materials that are less common, but still utilized by a wide number of people in daily life. These devices allow for the barest amount of customization.
Color: Green
Mod Slots

- Weapons: 1x Frame Mod
- Armor: 1x Standard or 1x Charged Armor Mod
- Ghost: 1x Skill Kit Mod

Decoherent

The peak of modern mass reproduction. These are highly specialized devices utilized by organizations who are considered well resourced in the Dark Ages. Few individuals are able to attain this level of sophistication in modern times.
Color: Blue
Mod Slots

- Weapons: Frame Mod, and Weapon Mod
- Armor: One Mod
- Ghost: Ghost Mod

Legendary

These are either remnants from pre-Collapse technology, or truly innovative designs from the modern world. Established Lightborn go to great lengths to seek out this level of Gear in order to brave the world's limitless dangers.
Color: Purple
Mod Slots

- Weapons: Frame Mod and 2 Weapon Mods
- Armor: Attribute or Non-Attribute Armor Mod plus an Encrypted Armor Mod.
- Ghost: Skill Kit Mod with +2 Handling Bonus

Exotic

Wonders from the Golden Age or unique creations of modern Lightborn construction. This gear is incredibly powerful, potentially unstable, and irreplaceable. Warlords and other major faction leaders make it a point to gain these artifacts regardless of the cost.
Color: Gold
Mod Slots - Note: Exotic gear can not normally be modified or customized

- Weapons: Frame Mod, Weapon Mod, and Unique Weapon Mod
- Armor: Attribute Mod and Unique Armor Mod
- Ghost: Unique Skill Kit or Ghost Mod

Glimmer

A simple and invaluable resource, Glimmer is a basic form of energized proto-matter. Used in the Golden Age as a backbone of high tech manufacturing processes, this material retains its value as a tool of trade. At a basic level, it can be easily processed into a common fuel source or used directly as currency. In larger settlements with gear that can process Glimmer, its value is even more prominent as it can be used to build almost anything. Due to its malleable physical properties, significant amounts of Glimmer can be stored and retrieved via a Ghost's Transmat Storage.

Glimmer can be manipulated by your Ghost's abilities and can directly enhance Skill Kit rolls. Spent Glimmer before a Skill Kit action adds Handling on a one to one ratio for each Glimmer spent. See Use Skill Kit Actions for additional details (pg. XX).

Weapons

The Dark Ages provides ample opportunity to collect, train with, and employ a wide variety of weaponry. Without established infrastructure, most weapons are simple hand-held affairs. Vehicular or emplacement based weaponry is generally out of reach for all but the best equipped and resourced settlements. This section covers the wide array of options available for Lightborn to take with them on their adventures.

Equipment Limitations

A Lightborn can have a specific selection of weapons Readied due to the mechanisms that a Ghost uses to maintain several weapons in a hot-swap state. A Lightborn can have the following Readied Weapons at any given time:

- One Primary or Special Ammo Weapon with a "physical" damage type.
    - Either Kinetic, Stasis, or Strand
- One Primary or Special Ammo Weapon with an "energy" damage type.
    - Either Arc, Solar, or Void
- One Heavy Ammo Weapon with any non-Kinetic damage type.
- Only a single Exotic Weapon may be Readied at any time, in addition to the above rules.

Readied Weapons can be freely re-assigned from their Transmat Storage during Downtime Scenes. Swapping a Readied Weapon from Transmat Storage during a Combat Scene requires an Action (see Actions, pg XX).

Weapon Definitions

The tools used to defend oneself come in all shapes and sizes. There are several archetypes of weapons, encompassing everything from sleek and nimble Sidearms all the way up to building cracking Rocket Launchers. The following traits detail the strengths and weaknesses that are common to all weapon definitions.

Ammo Type

All weapons have one of 3 types of Ammo: Primary, Special, or Heavy. Each ammo type defines what is required to Reload the weapon, how many Reserves of the Ammo can be stored, and indicates generally how strong the weapon is in combat situations.

Attribute

Each weapon is linked to an Attribute to determine how familiar the Lightborn is with the weapon. The weapon's Attribute determines the likelihood of Precision Hits. Some Mods may allow this Attribute to be changed, but unless otherwise stated, all weapons of a particular type use their listed Attribute.

Range

A weapon's range is listed as its optimal operating range. A target that is too far away, or too close, is more difficult to accurately land shots on and keep track of in the heat of battle. When spending Hits and Precision Hits to apply Impact to a target outside of the weapon's optimal range, a character must pay a range penalty. (see Range, pg. XX)

Handling Rating

A high handling indicates ease of use, high rate of fire, and flexibility. Lower handling indicates that the weapon is cumbersome or slow to utilize or navigate with. Each Weapon's Handling Rating indicates the die pool that is available to the Light Born while the weapon is Active. Dice are spent from this pool with each Fire Weapon Action. When the Reload Action is used, a weapon's die pool is reset to a number of dice equal to the weapon's Handling Rating.

Rate of Fire

A weapon's Rate of Fire (RoF) is how quickly a weapon can land hits during combat. There are two classifications of RoF that are defined by the weapon's Handling rating. A High RoF weapon has 5 or more Handling. A Low RoF weapon has 4 or fewer Handling. If a Mod changes a weapon's Handling Rating it may affect whether it's High or Low RoF. Abilities or effects that increase the amount of Handling dice currently attached to a weapon do not change its Rate of Fire. Rules for RoF are presented as High RoF with alternatives for Low RoF weapons, eg: (+1 if Low RoF).

Impact

This straightforward trait describes how well a weapon inflicts damage on a target when it connects. Hits and Precision Hits spent to apply damage use this trait to determine how much damage the target receives. The weapon's Ammunition

Keywords

A weapon type may have one or more Keywords associated with it that describe capabilities or restrictions that are common to all versions of that type of Weapon. See the Keywords section (pg. XX) for more information on each Keyword.

Damage Types

There are 6 types of damage that a weapon may deal. Each weapon, unless changed by a Mod, has a single damage type that is fixed when the weapon was created. In addition to the damage types provided by the 5 Light and Dark elements, there is a non-element basic damage type defined as Kinetic. Kinetic damage weapons are your basic slug throwers that rely on the mass of their projectiles for effect.

An Elemental damage type on a weapon doesn't grant the weapon access to any of the Element's Keywords by default. Shielded Opponents may be more or less susceptible to damage based on the shield type and the weapon damage type. See the Shielded keyword (pg. XX) for more information.

Primary Ammo Weapons

Primary Weapons are the workhorses of the frontier. They may not be exceptional in any particular regard, but they're common, easy to work with, and ready sources of protection. Primary Weapons are the lowest Impact bread and butter tools of the battlefield. Ghosts can generate Primary ammunition faster than it can be spent and have no Reserves.

Type	*Attribute*	*Range*	*Handling / RoF*	*Impact*
Auto Rifle	Mobility	Medium	5 / H	2
Rapid firing rifles that are tuned for dealing with multiple targets in quick succession. These popular weapon designs were a staple throughout humankind's military history. Auto Rifles tend to be fairly simple in operation but may require regular maintenance. *Keywords: None*				
Combat Bow	Intellect	Long	6 / H	4
One of the earliest ranged weapons developed by man enhanced by modern materials and technologies. Bows require significant training to be effective as they're much more reliant on individual user skill. Their projectile's mass, while being slow to draw, hits hard when it lands thanks to a Lightborn's enhanced strength. *Keywords: Payload 1*				
Hand Cannon	Discipline	Medium	4 / L	3
A classic symbol from the earliest days of human firearm design that has been brought into modern times. Hand Cannons are designed to be easy to operate in various situations and deliver heavy damage. *Keywords: None*				
Pulse Rifle	Intellect	Medium	6 / H	1
An off-shoot of classical auto rifle designs, these weapons are tuned to fire controlled groups of projectiles against tougher individual targets. This clustering allows for greater control and more focused bursts of damage. *Keywords: Sharp, Burst Fire*				

Scout Rifle	Mobility	Long	10 / H	1
These semi-automatic rifles were created to allow for easy carrying and reliable engagement at long range. Their designs propel light weight projectiles accurately and rapidly over extended distances while requiring a minimum of upkeep in the field. *Keywords: None*				
Side Arm	Mobility	Short	6 / H	1
An incredibly popular design due to its low profile, ease of operation, and high level of effectiveness at closer ranges, the side arm has been a mainstay of modern firearm development for centuries. *Keywords: Sharp, Burst Fire*				
Submachine Gun	Mobility	Short	10 / H	1
More compact than a rifle, these weapons are made for rapid, close range engagements against multiple foes. Advanced designs are capable of unloading a large quantity of highly effective projectiles in a very small amount of time. *Keywords: None*				

Special Ammo Weapons

Special Weapons are purpose built to do specific jobs at the cost of flexibility. They excel at their jobs but tend to fall short in effectiveness outside of their design. This specialization means that these weapons are seen less frequently in both the wilds and settled areas. Each Special Weapon may have up to 3 Reserves.

Type	*Attribute*	*Range*	*Handling / RoF*	*Impact*
Fusion Rifle	Intellect	Short	6 / H	8
These designs are man-portable energy projectors that hurl clusters of highly charged and destructive bolts. Due to the massive energy requirements, these weapons take a short amount of time to fire, giving wary opponents time to react to the weapon's distinctive audio cue. *Keywords: Blunt, Overpenetrate, Payload 2*				
Glaive	Discipline	Short	4 / L	8
A sharp, wide blade affixed to the end of a pole or similar construct, with an energy projection system tied in. These relics from the Golden Age function as a highly effective melee weapon, defensive screen, and close range projectile weapon. Training is often required to reach an acceptable level of battlefield skill but these weapons are highly effective in the right hands. *Keywords: Blunt, Flurry, Shield Battery, Shield Wall*				
Light Grenade Launcher	Strength	Medium	4 / L	8
Simple explosive launching devices that consist of a reinforced tube, firing mechanism, and a whole host of modern technology. These breech loaded weapons generally only contain one				

or two hand loaded rounds at a time, but are designed to quickly lay waste to groups of combatants. *Keywords: Blast 2, Blunt, Payload 1*				
Shotgun	Strength	Melee	4 / L	4
A highly diverse design category that tends to center around extreme trauma delivery to close range targets. While most designs use a tight cloud of tiny projectiles in order to ease contact with the target, some variants also use a single slug to good effect. *Keywords: Reach, Sharp*				
Sniper Rifle	Discipline	Long	3 / L	5
These long rifles share a history with scout rifles but have evolved into a heavier hitting precision weapon with a much lower rate of fire. These rifles are exceptionally effective at delivering massive damage to a very specific target location at great distance. *Keywords: Optics, Sharp*				
Trace Rifle	Intellect	Medium	10 / H	2
Built to handle like an auto rifle, these weapon designs project a single, continuous, highly charged beam as long as the trigger is pulled. This instant-on behavior allows for a rapid takedown of a large number of combatants or a concentration of damage on a single target. *Keywords: Overpenetrate, Sustained*				

Heavy Ammo Weapons

Heavy Weapons are the fastest way to reduce a target to particulate matter. They represent weapons of war made for a single purpose: pure destructive capacity. Heavy weapons are rare outside the hands of Lightborn, Warlords, or heavily reinforced settlements. Each Heavy Weapon may have up to 2 Reserves.

Type	*Attribute*	*Range*	*Handling / RoF*	*Impact*
Heavy Grenade Launcher	Strength	Medium	4 / L	10
These weapons consist of a rotating magazine of highly explosive projectiles that can be fired in rapid succession and reloaded in seconds. Though not self-propelled, the launcher system is capable of delivering the rounds over significant distances. *Keywords: Blast 2, Blunt*				
Light Machine Gun	Discipline	Medium	8 / H	4
A high capacity long gun capable of sending a staggering number of high caliber projectiles down range. LMGs are generally belt fed devices with a detachable drum that allows for fast replacement of a fresh feed of ammunition. *Keywords: None*				
Linear Fusion Rifle	Discipline	Long	4 / L	8
This long gun variant of the stockier fusion rifle trades the close range burst of energy for a				

concentrated projectile that can engage hardened opponents at large distances. Like its cousin, these rifles have a short charge up time that can be exploited by hostiles. *Keywords: Optics, Overpenetrate, Payload 2, Sharp*				
Rocket Launcher	Strength	Long	2 / L	30
Portable heavy ordinance that launches one or more self-propelled munitions that contain devastating explosives. This unmatched destructive force has significant travel time, but is highly effective against groups of targets or heavily fortified foes. *Keywords: Blast 4, Blunt, Payload 1*				
Sword	Strength	Melee	6 / H	10
An ancient weapon enhanced with internal energy reserves that allows for repeated, intense contact with all manner of opponents. Each blade is designed to compliment one of many fighting styles that have accumulated over the millennia of this weapon's eternal history. *Keywords: Block, Blunt, Flurry, Heavy Strike*				

Reserves

Weapons require ammunition to be used effectively. It doesn't take long for a Ghost to become adept at transforming spikes of energy and formative matter into Reserve Ammunition during Combat Scenes. Ammunition reserves may be replenished during an extended Downtime Scene where the Lightborn has time to scavenge for raw materials and the Ghost has time to convert them. Primary Ammo weapons are always considered to have available Reserves, Special Ammo is limited to 3 Reserves, and Heavy Ammo is limited to 2 Reserves.

Ammo Synthesis

Additional, generic reserves that Ghosts can easily transform can be prepped ahead of time but tend to be incredibly expensive and time consuming to manufacture. Ammo Synthesis are long term storage of Special or Heavy Ammo Reserves that can be created with time, Glimmer, and high tech infrastructure. Additionally, Ammo Synthesis may be purchased from well equipped gunsmiths with Trade, or acquired through the (in)appropriate back alley dealers via Influence. Purchasing Ammo Synthesis requires a Skill Kit Action with the following base Hit requirements:

- Special Ammo Synthesis - 4 Hits each
- Heavy Ammo Synthesis - 8 Hits each

Ammo Synthesis Crafting Gambit

Ante: Glimmer Fabricator, 3 Glimmer for Special or 6 Glimmer for Heavy

Blockers: High powered ammunition is inherently volatile, especially in such a raw form. Special care must be taken while condensing Glimmer into the ammunition's more stable final form.

Frequency: 1 hour per Special Ammo Synthesis or 2 Hours for Heavy Ammo Synthesis.

Rounds: Crafting Ammo Synthesis is a single Gambit Round requiring Fieldcraft (INT or DIS) with 2 Hits required for Special or 4 Hits required for Heavy.

Up The Stakes: Something isn't coalescing as it needs to, you'll need to pour some more Glimmer into the mix to stabilize the Synthesis. Add another 1 Glimmer for Special, or another 2 Glimmer for Heavy.

Fold: The Synthesis is too unstable or not potent enough to use and needs to be discarded. An extremely poor attempt in the wrong conditions could have potentially explosive side effects.

Armor

Proper armor in the Dark Age does two things: keeping you alive and looking good while doing it. Lightborn in particular have a penchant for personal style and Warlords in particular know the value that a shocking visage can bring to the table. A Lightborn can survive more punishment than a normal mortal being, but armor is still critical for staying alive during dangerous combat or exploration situations. Players are encouraged to describe their personalization and armor look and feel as part of their character description and mechanically speaking, all Lightborn armor has very basic life support functions as their Ghost works to keep their physical form maintained under normal conditions. Extremely hazardous conditions can quickly overwhelm their Ghosts's capabilities and purpose built equipment may be required.

Lightborn armor is composed of 5 locations, with each location capable of supporting a number of Mods based on their Rarity level. The Mods themselves introduce mechanical enhancements on top of the basic functionality listed above.

- Head
- Arms
- Chest
- Legs
- Class Item
    - Hunter - Cloak
    - Titan - Mark
    - Warlock - Bond

Similar to Weapons, a Lightborn can only have a single Exotic Armor Mod equipped at any time. Armor Mods can be swapped out during Downtime Scenes, allowing the Lightborn to tailor their survivability based on mission parameters.

Vehicles

Vehicles are used to increase the fireteam's travel range as described in the Travel Scene section (see pg. XX) and may be present during Combat Scenes. The table below lists the most common vehicles that have survived and are in use during the Dark Ages.

The initial cost to acquire a vehicle is significant and is represented by a Gambit or Skill Kit roll. The Cost listed is the cumulative Hits required to successfully obtain the vehicle.

Vehicle Upkeep

A required number of Hits to keep the vehicle in good working order is needed whenever you complete a significant Travel Scene. Failing to upkeep the vehicle results in future under performance or outright failure to operate. Vehicles in degraded condition operate at one worse Range per Day than normal while broken vehicles are unable to perform traveling behaviors at all. See the Travel Scene Vehicle categories for more details.

A fully destroyed vehicle encoded within a Ghost's Storage may be reconstructed

Name	Seats	Mode	Cargo	Health	Cost (Upkeep)
Sparrow	1 or 2	Ground (Hover)	6 or 12 TU	10 or 16	25 (2) or 35 (3)
The Sparrow is the ubiquitous vehicle found in almost all settlements of the Dark Age. Their straight forward designs and limited technical requirements make them one of the most accessible pieces of technology in the Dark Ages. Though limited to a personal travel capacity, they can handle most uneven terrain without issue and don't require roads or sophisticated infrastructure to keep operational. The trade-offs of a Sparrow are many and it won't get you to another planet, but it beats walking. Weapons: None, Sparrow power systems are generally too weak to support inlined weapon systems. Attempts may be made to jury-rig a Primary or Special class weapon onto the Sparrow, but this increases the Upkeep on the vehicle by 5x. Combat Notes: The pilot of a Sparrow may be considered in Melee Range if the Sparrow is in Melee Range with another target.					
Skimmer	1	Ground (Hover)	2 TU	5	15 (1)
When you've lost a casual fear of death or dismemberment, your travel options can open up a bit. Some risk averse people say that a Sparrow is plenty dangerous enough, but if you're looking for an even more hair-raising option, the Skimmer has you covered, or rather provides no cover what-so-ever. These hoverboards are little more than a weak anti-grav system bolted perpendicularly to a simple vectored thruster. Basic gyroscopic stabilization keeps the board somewhat balanced but it's the rider's constant vigilance and solid stance that keeps them right side up and pointed in the proper direction. The board itself is nimble and in the hands of a skilled rider can be used to carve some gnarly terrain with rad moves. Weapons: None. You're standing on a hoverboard. Riders may attempt to utilize their personal weapons while on the board but have Reduced Hit Quality for ALL rolls while attempting this behavior. Combat Notes: The pilot of a Skimmer may be considered in Melee Range if the Skimmer is in Melee Range with another target.					

Truck	3 / 12	Ground (Hover)	240 TU	20, Armored 1	50 (2)
Even after the Collapse, stuff needs to get from somewhere to somewhere else. These vehicles are generally cobbled together from Golden Age wrecks and overtaxed components originally designed for Sparrows. Rarely more than a simple cab on a flatbed, these logistics platforms are often modified with enclosed cargo areas or amenities for personnel transport. Though significantly larger than a Sparrow, the average truck isn't going to offer that much more protection which makes them enticing targets. This vehicle class can seat 3 people in the front and can trade cargo space for individuals at a rate of 1 person per 20 TU. Weapons: None, Civilian vehicles rarely have power systems strong enough to support inlined weapon systems. Attempts may be made to jury-rig a Primary, Special, or Heavy class weapon to the Truck, but this increases the Upkeep on the vehicle by 5x.					
▽Puddle Jumper	2 / 6	Atmospheric (Flight)	120 TU	20, Armored 1	125 (5)
Pre-Collapse transportation infrastructure often made heavy usage of aerial transportation and what few major ground-based transport routes existed have been mostly shattered and left without upkeep. This causes a significant number of complications when trying to travel long distances. The simplest solution is to avoid the ground all together and fly. This class of Vehicle has basic atmospheric controls and a single, cramped interior space. The quality of a Puddle Jumper is generally significantly better than ground transports for the simple fact that either it's going to fly, or it won't. This vehicle class can seat 2 people in the pilot's area and can trade cargo space for individuals at a rate of 1 person per 20 TU. Taking off and landing with a Puddle Jumper requires a sizable strip of clear area as this class of Vehicle rarely has Vertical Take Off and Landing capabilities. Weapons: None, Puddle Jumpers are already using their limited power resources to stay in the air. Avoid combat at all costs.					
Jumpship	1 / 5	Orbital (VTOL)	100 TU	40, Armored 5	750+ (10)
Turns out the sky isn't the limit. Gaining access to a Jumpship means that anywhere on a planet is now within reach. These ships are relics of the Golden Age and, if maintained and cared for, represent a tremendous power shift for the owner. These ships are more than transportation, having been built for atmospheric and orbital combat. In the hands of a skilled pilot, one of these craft can easily level a medium sized settlement on its own. Keeping one of these birds in the air takes a significant amount of manpower and resources however. This vehicle class can seat a single pilot and can trade cargo space for individuals at a rate of 1 person per 20 TU. During combat, a Jumpship may perform Strafing Maneuvers as its					

action. The pilot makes a Fire Weapon Action using the remaining Handling of the weapon with Reduced Hit Quality. The Jumpship may no longer be targeted until it takes another action on the battlefield.

Weapons: A fully functional Jumpship includes some form of directed energy weapon that launches devastating projectiles at both air and ground targets. Handling 4, Impact 6 (various Elements), Range: Long 1 to Long 3, Blast 2, Payload 1.

Modifications (Mods)

Customizing your gear is a natural part of life in the Dark Ages. There are no tailor made solutions to keep yourself alive and most of the successful survivors are the ones that actively change their gear to suit their style of engagement. There are a wide variety of modifications that can be used to upgrade Armor, Tools, and Weapons. Each Mod has information that describes what it can be attached to, what requirements it may have, and what its effects are.

Due to the clever nature of weaponsmiths, the functionality and variety of Mods is always changing and the details of the majority of Armor and Weapon Mods is maintained in the <Armor and Weapon Mod Document, this is a separate document to be authored/linked>. The following Mod categories are stable enough to be always available.

Weapon Frame Mods

Weapon Frame Modifications represent the inherent style and behavior of a weapon. Weapons of Encrypted (Green) Rarity or higher can accept a single Weapon Frame Mod.

Non-Sword Frames

These stat adjustments are applied after the Frame Mod is installed in a weapon's mod slot.

Adaptive Frame: +2 (+1 if Low RoF) Handling.
Aggressive Frame: +1 Impact (+2 if Low RoF) and -2 (-1 if Low RoF) Handling.
Lightweight Frame: +1 Hit Spread and reduce the cost of the first Movement Complication per Beat by 1.
Precision Frame: +1 Precision Hit Spread and ignore the first Range Penalty per Beat.
Rapid Fire Frame: +4 (+2 if Low RoF) Handling if High RoF, -1 Precision Hit Spread.
Rocket-Assisted Frame (Sidearm Only): This weapon loses Sharp, gains Blunt and Blast 1, its ammo type changes to Special, and its Impact is changed to 6.
Pinpoint Slug Frame (Shotgun Only): +1 Precision Hit Spread while Aiming. -1 Hit Spread. This weapon has Range: Short and loses Reach.

Sword Frames

See the Heavy Strike rules in the Keywords section (pg. XX) for how to activate these effects.

Adaptive - Uppercut: An upward strike meant to cut through an Opponent's defenses and leave them reeling. This Hit gains +6 Impact. An Opponent hit by this strike gains Shambling (or Immobile if they already have Shambling) until the end of their next Action.
Aggressive - Slam: A downward crushing blow to clear the area of hostiles. This Hit gains Blast 1 and Knockback 1.
Caster - Projectile: A disc of concentrated energy is launched across the battlefield. This Hit gains Range: Medium/Short, Blast 1.
Lightweight - Dash: A piercing lunge to shift your position and exploit an opponent's vulnerabilities. This Hit ignores an Opponent's Armor and gains +6 Impact. You gain a Free Move in your current Zone when this activates.
Vortex - Spin: A whirling strike that cuts down those unfortunate enough to be within reach. When you spend this Hit, apply Impact to all Opponents within Melee Range.

Armor Mods

Each armor slot can hold a single Standard, Charged, or Attribute Mod. Legendary Armor Mods allow for a second mod of a different type to be installed in a single armor slot.

Armor Attribute Mods

Adjustments and customizations to armor components that boost a single Attribute's value by 1 while the modification is installed. Each Attribute may only be enhanced once by Armor Mods regardless of the number of equipped Mods.

Standard Armor Mods

These modifications add always available benefits whenever their conditions are met.

Charged Armor Mods

Certain armor modifications are incredibly potent but actively draw on reserves of Power. These Mods are fueled by Power Orbs and are almost exclusively used during combat encounters. When you have at least one Charged Armor Mod installed in your armor, you gain one stack of Charged whenever you collect a Power Orb or fulfill a particular Mod effect. This stack lasts until the start of your next Measure or an effect requires you to Discharge your armor. Under normal conditions, your armor can only have a single stack of Charged. Discharging your armor removes a single stack of Charged. Charged Armor that increases an Attribute does stack with a standard Armor Attribute Mod while it is active.

Installation and Salvaging of Modifications

Managing gear out in the field can be a tricky practice and generally isn't done under ideal conditions. When in a properly geared location with the correct infrastructure, most weapon adjustments can be made in a short matter of time and the right amount of Glimmer changing hands. Without dedicated facilities, the work is still possible but a lot riskier and subject to partial or total damage to the components or gear itself.

Dedicated Workshop

Most pockets of survival don't have a dedicated workshop for altering high tech firearms, but those that do make good use of it and charge accordingly for their services. If they're accepting work from outsiders, a well-stocked workshop generally charges roughly 2 Glimmer per rarity tier of gear that's being worked on. Installation time takes an hour per Rarity. Encoded gear almost always never has recoverable mods, but basic restoration services or tweaks are available. Exotic mods' unique properties are embedded into the gear itself and can't be removed except under Storyteller discretion and an eye watering amount of time and Glimmer invested.

	Encoded	Encrypted	Decoherent	Legendary	Exotic
Glimmer Cost	1	2	4	6	Special
Work Time	1 Hour	2 Hours	3 Hours	4 hours	Special

Field Installation

Adding or replacing a modification on a piece of gear in the field requires the proper knowhow, time to perform disassembly, integration, and reassembly, and a clean enough working space. Without all of these conditions maintained, the process fails and there's a high likelihood that gear and/or modification is damaged, destroyed, or lost. Encoded gear is generally of rudimentary enough construction that it can't tolerate modification. Exotic gear is purpose built in highly specialized conditions that don't exist in a random campsite and building pieces of Exotic gear from scratch is impossible under normal circumstances.

Field installing a Mod is handled with the following Gambit (pg. XX):

Gear Modification Gambit

Ante: A Mod to be added to an appropriate and compatible piece of gear, as well as a base amount of Glimmer that is consumed for tooling and other fiddly bits.

Blockers: The inherent complexities and fragility of exposed components, misconfigured or incompatible technologies, or just plain bad luck.

Frequency: 1 hour per rarity tier above Encoded. Encrypted (1 hour), Decoherent (2 hours), Legendary (3 hours). Encoded gear is straightforward and only needs 15 minutes of fussing.

Rounds: Gear modification happens in two rounds, each round requires 2 Hits per rarity tier above Encoded. Encrypted (2 Hits), Decoherent (4 Hits), Legendary (6 Hits). Encoded gear can be maintained or tweaked with a single Hit.

Round 1: Appraisal and Disassembly

Fieldcraft (INT) - This is the process of pulling apart enough of the gear to prepare it to accept the new modification. Failure in this round indicates that there's a fatal incompatibility or there's no clear way on how to make the modification work with the gear.

Round 2: Integration and Assembly
Fieldcraft (DIS) - Now you have to take the pile of pieces that you have and build them back into a fully functioning piece of gear. Failure in this round indicates that the integration just won't function or you got it all back together but you wound up with extra parts that should've been used and they were important.

Up The Stakes: You can make this work! You just need to try it from a different angle or use more glue, you swear! Including the Gear being modified as part of the Ante or adding another 3 Glimmer worth of additional parts or supplies per rarity tier beyond Encoded, you gain an additional round for either round. 1 Glimmer is enough for another attempt on Encoded gear.

Fold: The Mod (or the Gear if you Up The Stakes) is damaged beyond repair and is worth some Glimmer for parts or scrap. Any Glimmer spent to Up The Stakes is lost. Gain 1 Glimmer per Rarity Tier of the Mod and/or Gear as potentially useful parts.

Field Salvaging

Removing an existing Mod from a piece of gear is less risky than a full modification, but complications and disruptions can still cause the extraction to fail. Encoded gear won't have reusable components worth pulling from the gear itself. Exotic gear was crafted using arcane, transcendent processes that simply can't be "ripped out" into a Mod.

When attempting to salvage a Mod from existing gear, use the Gear Modification Gambit listed before except there's only the *Appraisal and Disassembly* round and Folding results in the ruin of both the Mod and the Gear being salvaged. Up The Stakes can only use the additional 3 Glimmer per Rarity Tier option to attempt an additional Round.

Gambits

The variety of trouble that exists in the universe is infinite and quite a bit of it can't be solved as easily as shoving the barrel of a gun into it and pulling the trigger. Some issues can be solved with a few spare parts and a single Fieldcraft roll. For everything else that isn't as simple, or is bulletproof, there's Gambits. The system for resolving Gambits allows for short or long term resolution of situations of various levels of complexity. Some example situations that can be tackled using a Gambit are:

- Crafting weapons, vehicles, and components
- Social interactions and political scheming
- Settlement enhancement and siege breaking
- Infiltrating a hostile base and gathering intelligence
- Dismantling alien war machines

Any Gambit, whether its building a starship or a relationship, has the following characteristics:

Ante

What is to be wagered and lost if the Gambit fails.

Every Gambit has an Ante, something to risk for failure or simply the cost to be able to make the attempt in the first place. Trying to recover a Mod from a weapon requires a Mod in a weapon. Traversing a hostile environment requires risking your life directly. The important thing is that what's risked

Time is handled by Frequency and is generally not an Ante condition.

Blockers

Either Static or Dynamic, the Blockers are the thing getting in the way of the Stakes.

Static Blockers are generally environmental conditions or "simple" things like quantum physics and rocket science. Removing a Mod from a gun means trying to reverse engineer technological marvels. An abandoned weapons factory has hazardous leftovers or traps.
Dynamic Blockers are people and things that are actively trying to make your Gambit fail. A political rival has their own machinations in play to disrupt your campaign. A Golden Age encryption routine is evading your attempts to hack the mainframe.

Frequency

The period of time that it takes to resolve one Round.

Gambits occur outside of the whirlwind of combat and are tracked using normal analogs of time. Generally a Gambit is Minutes at the shortest, and given the extensive lifespan of a Lightborn, could be Years in the making. This time span is whatever makes sense for the overall goal of the Gambit.

Rounds

One or more segments of a Gambit, the opportunity to act.

Every Gambit is made up of at least one Round for very simple interactions and can be made up of many Rounds if the goal is particularly complicated or time consuming. Each Round also describes which pool of dice to use in order to attempt that leg of progress in the Gambit. Rounds may be defined in total, or may change based on the previous Round's results.

Each Round determines the required Skill/Attribute roll and the number of Hits required to succeed. Crossing an initial unstable entry way might call for Athletics (MOB). Midway through the construction of Golden Age blueprints may require Mechanics (DIS). The final rallying moments before the settlement comes under attack would warrant Diplomacy (STR).

Stakes

What's gained if the Gambit succeeds.

Something ventured, something gained. The Stakes are what you expect to get on the other side of the Gambit should you be successful. A recovered Mod. Successfully traversing terrain in enough time. Recruiting the settlement to your cause. Sometimes the Stakes are that something doesn't happen, like an alarm not being tripped.

Handling a Gambit

Once the Gambit is defined, start with the first Round and resolve the Round with the die pool specified. One roll is made by each participant and each Dynamic Blocker. With a Static Blocker, exceeding the round difficulty leads to the Payout. With a Dynamic Blocker, you'll need to exceed their Hits. In both cases, Ties go to the Blocker. If you don't succeed in the round, you Miss and have a few opportunities.

Payout

When a Round is completed it moves the Gambit towards the Stakes. If this was the final Round of the Gambit and you succeeded then the Stakes are yours. The Starship is complete, the merchant deal is signed, etc. Any new effects or outcomes require the creation and completion of a new Gambit. If this is not the final Round, then the next Round is resolved at the next Frequency opportunity.

Failure

Misspoken words chill the crowd. A wayward tweezer pull is about to short out the Fusion Rifle's power supply. The actions taken haven't resulted in positive progress and the Gambit is in jeopardy. At this point you make a decision:

- Fold - Lose your Ante and the Gambit fails without claiming the Stakes.
- Double Or Nothing - Push your luck to immediately retry the Round with Reduced Hit Quality.
- Up the Stakes - Volunteer a new Ante and add a new Round and try to get the Gambit back on track.

Fold

The Gambit is over, the Ante is lost, and the Stakes remain out of reach. Any future attempts at this endeavor will need to be done with a new Gambit, with its own Ante, if it's possible at all.

Double Or Nothing

The current Round is re-rolled and the Ante isn't changed. This roll uses the same bonuses and penalties as the initial roll, but also suffers Reduced Hit Quality.

Up The Stakes

In certain situations, you or the Dynamic Blocker can add a new Round to the Gambit with an additional Ante. The Ante must bring a substantially higher value into the Gambit. This new Round is inserted as the next Round and occurs at the normal Frequency. This choice allows for twists and turns to be added to the Gambit, increasing its overall risk and cost, but allowing for successful completion. Extracting a Mod from equipment may also render the weapon worthless for anything but scrap. Falling debris makes the path more treacherous for the rest of the fire team. The goodwill of the settlement turns to hostility.

Example Gambit Setups

Stakes	Ante	Blocker	Freq.	Rounds
Develop an Encoded Weapon in a workshop from scratch	Materials worth 6 Glimmer	Science! (Static)	2 Days	Planning - Research (INT) : 2 Building - Craft (STR) : 2 Refining - Craft (DIS) : 1
Fortify an outpost in the wilderness	Scavenged tech and materials from the surrounding site and crashed ship	Tactical Difficulty (Static)	3 Hours	Gathering - Survival (MOB) : 1 Reinforcing - Mechanics (STR) : 1 Configuring - Tactics (INT) : 1
Expose a conspiracy in the community	Your standing with the Blue Faction in the settlement	Greg, Mayor (Dynamic)	1 Week	Investigation - Awareness (INT) vs Subterfuge (INT) Confrontation - Diplomacy (REC) vs Networking (RSL)
Crack into an AI protected arcology mainframe	Hardware access point or valid encryption codes.	Xerxes-12 (Dynamic)	5 Min.	Breach - Craft (INT) vs Awareness (RSL) Infiltrate - Sys-Ops (DIS) vs Subterfuge (INT) Override - Sys-Ops (INT) vs Sys-Ops (RSL)

Gambit Excerpt

After clearing out the Vex defenders, Fireteam Spearpoint retrieves a sizable haul of components that could help out a settlement watched over by Darkstar, a Voidwalker Warlord. Spearpoint needs access to a Braytech facility buried somewhere in the Warlord’s domain and poking around against her wishes will end poorly for everyone. Parts in hand, now’s the time to restart negotiations.

Storyteller (ST): “Your hover truck is secured in the Warlord’s vehicle’s pool and her technicians are starting to pick through the parts you’ve gathered. You’re here for a purpose, you need to negotiate access to the Warlord’s territory.”

Tara: “Alright, we’ve got the parts. Now where’s our hall pass?”

ST (as Darkstar): “That’s not how this works. You don’t just dump junk on my doorstep and expect me to give up my claim. I know what could be out there. I want a piece.”

ST: “We’re going to handle this as a Gambit. You need to forge the compromise and it’s going to take more than a couple minutes of back and forth. You know you can undermine Darkstar’s authority by using the good will of the people and use that as leverage. The parts and initial goodwill will serve as the Ante, and it’ll give you a couple of days to come to an agreement. We’ll do this over two Rounds, with a day or two or so as the Frequency.”

Wes: “And what’s the catch? If this was a done deal, we wouldn’t be rolling anything.”

ST: “The catch, or rather, the Blocker, is Darkstar. She doesn’t trust anyone and she needs to look good in front of her people. She needs convincing and she has a lot riding on it. On top of that, she knows what you’re after and giving up a cut of that is tough to swallow. You’re looking at needing a total of 5 Hits each, so 15 total.”

Hal: “Oof. That’s steep. Are you sure we can’t just find the Braytech ruins without her permission?”

ST: “You’re welcome to push Darkstar and see what happens. By the way, the courtyard is covered in Void-light scorch marks. Alright, first Round, who is first up to contribute?”

Wes: “The original plan was to get their hydroponics working again. That’s straight forward enough for me to start working on.”

ST: “That will be a Mechanics roll with Intellect.”

Hal: “While that’s going on, I want to canvas the area and see if I can dig up some more management problems that Darkstar is having.”

ST: “Hmm. OK. Are you trying to be sneaky about it?”

Hal: “Nah, I was already in her network once. I’m just going to ask around to see what people are looking for.”

ST: “Let’s go with Influence and Recovery for that. Tara?”

Tara: “Someone needs to talk to Darkstar directly. I guess that’ll be me.”

ST: “Definitely. Diplomacy and Discipline to work out the contract terms. Alright, everyone roll and let me know their total Hits.”

Wes: “Not great. Only a Precision Hit and a Hit, so 3?”

Hal: “Now we’re talking, 2 Precision Hits and 2 Hits. 6 total.”

Tara: “Weak. 1 Hit. Guess she’s not convinced that she’s getting the better of the deal.”

ST: “Well, you’re at 10 Hits total so far and there’s a whole other round to go through. Going into the second day, you’re getting the sense that having a couple Lightborn around that aren’t keeping an iron grip on things is having an impact.”

Hal: “We got this. 5 Hits between the 3 of us? No sweat.”

ST: “Which is why for Round 2, Darkstar’s going to Up the Stakes. She’s Anteing up all claims on the Braytech facility and she’s looking for first refusal of anything that’s found there. Better make sure you get those 5 Hits.”

The Gambit proceeds into the next round with the Fireteam looking to seal the deal and move on with their mission.

Chapter 4: Combat

In the wake of the Collapse, the Sol System is no longer safe for humanity. Hostile forces walk in the light and lurk in the dark. Lightborn learn quickly that violence is often the most appropriate approach to resolving a situation. It's not a particularly civilized course of action but this is the Dark Ages after all. When a firefight eventually breaks out, these are the rules that you'll use to see who's left standing when the dust settles.

Action Phases

Combat in Earthwild is player driven and uses a series of back and forth actions performed by the players and the storyteller until the scene is deemed to be resolved. The particular details of what ends a Combat Scene are up to the storyteller's designs and can include anything from deactivating a Golden Age relic to just making sure none of the hostiles are getting back up again. The timing of combat is controlled by Beats, Off-Beats, and Measures. Time during combat is not meant to be treated as a strict series of serial actions. The landscape of battle is a constantly changing flow of blades and bullets and the exact order of things in a given Measure may not always make sense. Earthwild combat is meant to be chaotic and rapid, don't overthink it!

Beat

A Beat occurs when a player character performs most actions and is generally accompanied with the expenditure of Handling. Beats are small moments in combat such as a thrown grenade, a burst of machine gun fire, evading and relocating to another part of the battlefield, or a few seconds trying to interface with a command console. Beats also control how often certain effects occur. When a rule says "once per beat" it generally refers to the time between the starting and ending of that player's actions.

Off-beat

An Off-beat is when the storyteller acts immediately after a Beat. For every Beat there's an Off-Beat and this small moment allows the Storyteller to make a small change in response to the Player's actions. The Storyteller receives a single Hit that is used for an Action by any of the Antagonists in the Combat Scene, such as a Move or Fire Weapon Action. After this action, the storyteller adds a Handling to the Tempo Pool to represent the growing threat as combat continues.

Measure

A Measure occurs under two conditions: when any player Reloads one of their Weapons or when a Measure Break occurs. A Measure is a sequence of actions that allows the storyteller to retaliate against the player characters, reinforce the battlefield, activate dastardly traps, and create other complications. Certain environmental effects may also be triggered during a Measure.

At the start of a Measure, all Lightborn may gain 1 Super Ability Power if their Super Ability is not Readied and take a Free Regen Action if they're missing any Health or Shields.

The Storyteller then performs Actions using their Tempo Pool. Add a number of Handling to the Tempo Pool equal to the number of players at the table. The Storyteller then rolls all of the Handling in the Tempo Pool and spends the outcomes for actions with any available Antagonist in the Combat Scene, or to Reinforce by adding new Antagonists to the scene. After the Measure has concluded, any unspent Handling is discarded.

Measure Break

A Measure occurs when the Tempo Pool reaches 3x the number of players at the table. The players can only push their luck so far and even the best laid plans can be interrupted by a tenacious opponent. A Measure caused by a Measure Break follows the standard rules as outlined above.

Crucible (Player vs Player)

Sometimes a Lightborn needs to throw down with another Lighborn. Here are additional rules to determine who gets priority to act and how Measures are handled when players are on the other side.

In PvP situations, players and Adversaries are assigned to Teams in order to organize and determine who may act. Any Adversaries in the combat are assigned to a single Team under the Storyteller's control. This Team operates in the same way as described above, with Adversaries taking Actions on Off-Beats and Measures. Each player is assigned to a single Team that gains Tempo to be used for purposes of causing Measure Breaks.

When players on opposing Teams wish to act at the same time, they bid a number of their current weapon's Handling in order to gain priority. In the case of a tie, those Players roll their bid Handling (against their Power) to generate the most Hits (re-roll in the case of a tie) to determine the winner.

The winner of the bid takes their Beat as normal, triggering an Off-Beat if there is a Storyteller controlled Team in the combat scene. Only the Team controlled by the Storyteller may act during Off-Beats.

The highest Bidder's Handling is added to each other Player Team's Tempo at a 1-to-1 ratio. The Storyteller's Team does not receive Tempo in this fashion, only gaining Tempo during Off-Beats as normal. When a Team's Tempo equals or exceeds 3 times the number of players on their Team, a Measure Break occurs and that Team receives the opportunity to take a Beat. In the case of two Teams able to act during a Break, roll Handling equal to each Team's Tempo (against their Highest Power) with the winner decided by the most Hits (re-roll in the case of a tie). Whenever a Team takes a Beat, reset its Team Tempo to 0.

Fateful Opening

When the enemy is vulnerable and exposed, you're not going to stand around in line waiting your turn to pull the trigger on your rocket launcher. Similarly, if you've got the jump on a murderous raiding crew, why give them an opportunity to respond by lining up and firing your weapons in singular fashion? Each player chooses an action as per a normal Beat but all Handling is rolled and spent at the same time. Only a single Off-Beat and Measure is generated once all Handling is expended. Each Lightborn is considered causing a Measure and may reload one of their Weapons. Each Lightborn acting in this Beat behaves as if they were taking a standard Beat and follows the standard limitations for their individual actions.

Action Order

Example order of operations.

Beat	Off-Beat	Beat …	Off-Beat …	Measure
(Player A) Free Move Fire Weapon	(Storyteller) Move Add Tempo	(Player B) Free Move Use Ability Call Reload	(Storyteller) Fire Weapon Add Tempo	(Players) Free Regen Gain 1 Super Ability Power Player Reloads Weapon (Storyteller) Move or Fire Weapon or Reinforce or Use Ability, etc.

Choosing Targets

Applying damage from a Weapon or an Ability's Effects requires choosing a recipient of that action. Certain actions may restrict who or what is being targeted.

Target

A Target is anything that can be affected by weapons or abilities. This includes any Ally or Opponent present in the combat as well as the Zones themselves.

Ally

An Ally is any Target that you consider to be friendly. Under normal circumstances, through the wonders of paracausality, weapons and abilities do not damage or negatively impact Allies. All Targets are Allies to their own effects.

Opponent

An Opponent is any hostile Target within the combat. Inanimate objects built for combat purposes such as automated turrets and vehicles count as Opponents. Environmental components like ritual circles or nearby circuit breakers are treated as Targets.

Zones

Distance and spatial relationships are defined by discrete areas known as Zones. A Zone is simply a defined space that represents an area of the battlefield. They may be as simple as a rough mental map or as detailed as models and terrain on a table. Each Zone defines a single area that contains a few interesting features and relates in position to other Zones. An example of how to manage Zones would be laying out a series of index cards, with each card mapping to a single Zone. Zones organize combat and provide the means for determining Range between targets as well as determining which targets are affected by weapons and abilities. The scale of Ability and Weapon Ranges, which are determined by Zones, is a “human scale” but Zones are not defined by numerical measurements like meters.

Zones represent both the relative size of an area as well as the complexity of its interior. A wide open field with little more than some tufts of grass can be treated as a larger zone due to the lack of cover and ease in which you can run through it. A large laboratory interior could be defined as one or more Zones due to the density of furniture and equipment as well as the amount of debris that makes it hard to find cover or maneuver. While it helps to keep zones similar in overall size at the table, there are no fixed dimensions or geometry requirements.

Consequences

Some Zones will have effects that are applied to some or all Actors within it. These effects are labeled as Consequences and will define when they apply and what the effect is while it’s active. Some Consequences can be paid off with Handling to ignore their effects or their triggers.

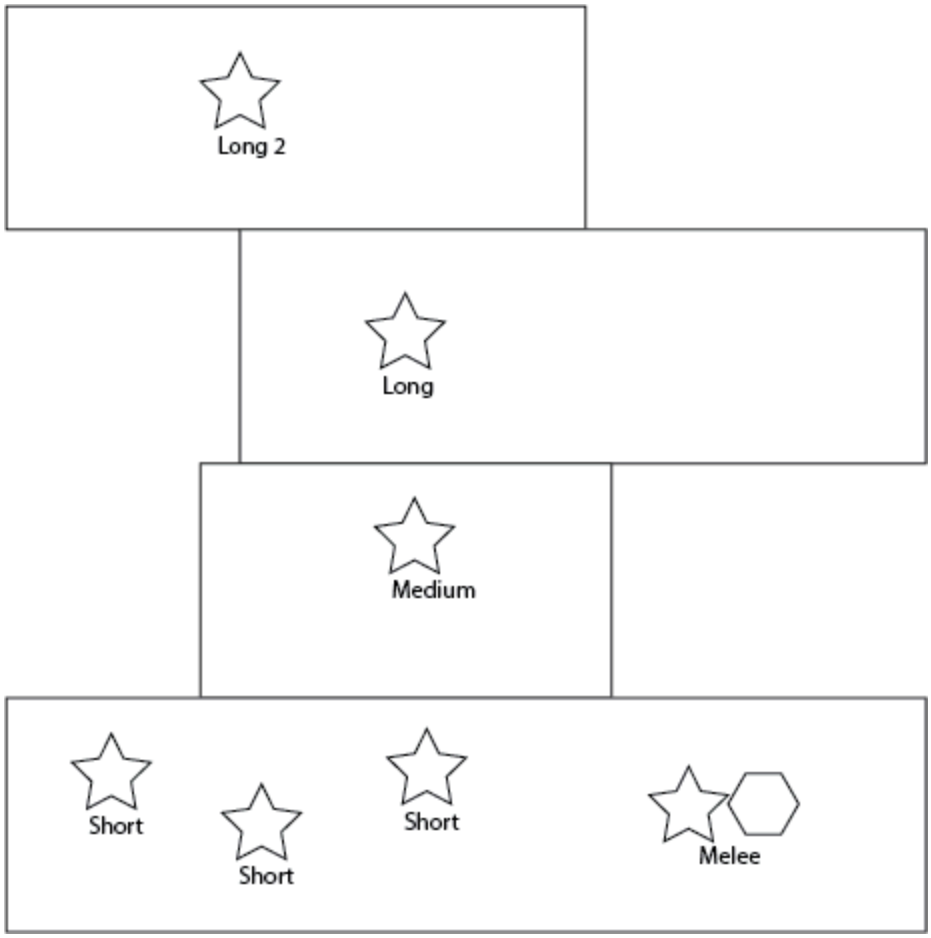
Example, Consequence: The Floor is Lava (Grounded): Any Grounded Actor in this Zone receives an Impact 10 Solar Hit on each Off-Beat.

Example, Vex Rotary Intruder Removal Protocol (Acrobatic, 2 Hits): Any Actor making a Move within or leaving this Zone is Defeated.

Location

Every Actor’s current position in their current Zone is defined as their Location. An Actor’s Location in the Zone matters for determining Range, Line of Sight, and whether or not they are subject to a gameplay effect. These determinations are meant to be more fun than accurate and with the amount of explosions that are bound to happen, try not to sweat the small stuff.

Visual Example:



Range

Weapons and Abilities rely on their Range to determine valid targets and how many Hits are required in order for an Action to take effect. Determining Range with Zones is a straight-forward process using the following definitions. When conflicting conditions exist (like targeting the Zone you're in), choose whichever range best suits the player's situation. As mentioned before combat is intended to favor flexibility over precision.

Melee

Targets are at Melee Range if they are adjacent to one another within the same Zone.

Short

Targets are at Short Range if they share the same Zone and are not adjacent with one another.

Medium

Targets are at Medium Range if they are in an adjacent Zone.

Long (X)

Targets are at Long X Range where X is the number of zones between the Targets. Long 1 is often shortened to just Long Range.

Range Penalty

Abilities, Weapons, and other effects with a Range describe the effect's optimal range. Applying the effect to a Target outside of its optimal range, either closer or farther away, requires spending a Hit for each Range difference. This range penalty is paid once per Beat per target, after which Hits may be spent on effects as normal. Weapons and Abilities with a Range: Melee may not use Hits against targets outside of Melee Range and may not pay off the range penalty.

Line of Sight

In addition to how far away a target is, whether or not you can see the target is important for whether or not you can use a particular weapon or ability. Unless otherwise noted, you can't apply Hits to a target outside your Line of Sight. Walls, debris, and other terrain effects block Line of Sight when a straight line can't pass through both your Location and your Target's Location without intersecting some large obstruction. Due to the in-flux nature of combat, your allies and opponents do not block line of sight to each other unless a feature specifically declares those conditions.

Vehicles and Zones

Vehicles represent a special case in that in addition to being within one or more Zones, they are also Zones themselves. When targeting the Vehicle itself, use it's closest edge for purposes of determining Range (Vehicles have the potential to be very big and cross multiple Zones).

Anything classified as a Vehicle is large enough for one or more actors to stand on top of or cling to while it's on the battlefield. When selecting a target standing on a Vehicle, include the Vehicle as the target's Zone and compare Zone range as normal. While standing on or are otherwise attached to a Vehicle, your current Zone is the Vehicle itself. Any movement or change to the Vehicle's location brings along anyone attached to it. If there is a particularly violent or abrupt change of location, an Athletics (Mobility or Strength) roll should be used by each Lightborn to see if they remain on the Vehicle (Storyteller actors make a Simple Rank Roll).

- Light Collision / Fast Braking / Evasive Maneuvers - 1 Hit
- Heavy Collision / Hard Stop / "Do A Barrel Roll" - 3 Hits

If an actor is within a Vehicle that can fully enclose the pilot or its passengers, then those targets are entirely protected by the Vehicle and can not be targeted for so long as the Vehicle remains in one piece.

Movement

Changing your location on the battlefield is accomplished by taking a Move. Each Move allows you to reposition yourself anywhere within your current Zone, or to position yourself anywhere within an adjacent Zone. Unless there's a particular terrain feature completely blocking the path to the new location, or there are unpaid Consequences, you arrive at your destination.

Lightborn can combine a single Move (Free Move) with any other Action during their Beat and may spend Handling for additional Moves or to pay Complications (see below). Handling may be paid from either your Active Weapon's unspent pool of Handling OR Handling dice that you have already rolled but haven't been spent (Hits, Precision Hits, or Misses). Additional Moves cost 1 Handling each and a maximum of 3 total Moves may be performed per Beat. Moves may be used any time during a Beat as long as it makes sense (you can't pick a lock while dancing around Thrall attacks). For example, performing a Move between spending Hits during a Fire Weapon Action in order to be at a better range against opponents.

Grounded

By default, when you're traversing the world, whether it's climbing through the wreckage of a starship or sprinting across desert mesas, you're considered to be Grounded, or simply, "on the ground."

Airborne

As part of your Move, you may choose to become Airborne. This represents moving vertically to evade incoming fire, clear a gap between surfaces, or gain a height advantage to scout the area. While Airborne, all your performed actions have Reduced Hit Quality.

If you are Airborne at the start of any of your Moves or any Off-Beat, you immediately become Grounded. When you are Grounded, you lose Airborne and must place yourself at a valid location in your current Zone that can support your weight. If you cannot, you are subject to the effects of whatever Complication exists in that Zone. Most commonly, these are deep and jagged pits which cause you to be Defeated. When you are defeated in such a manner, your Ghost attempts to start a Resurrection (pg. XX) in a nearby sensible location.

Gliding

Stack 3
You do not need to become Grounded while you have Gliding, though you may choose to be Grounded at any time regardless of how many stacks of Gliding you have. On every Off-Beat, you'll remove a stack of Gliding. Once you are Grounded, remove all stacks of Gliding like you would remove being Airborne.

Complications

Complications represent a wide variety of movement hazards and actively hostile obstacles that exist in the world. These can be things as mundane as a group of hostiles, an abandoned factory walkway, moss covered precipice, or exotic and alien like a rotating wall of lasers.

Complications must be paid off before leaving the Zone or else the Lightborn suffers the Complication's Effects. Passing a Complication can be done automatically via the Lightborn's Movement Ability. Handling spent for Movement can be applied to pass a Complication on a one to one basis. Ex. you can spend 3 Handling to pass both a Vertical 2 and Acrobatic 1 Complication in a single Move.

All Complications are considered to be one of the following classifications:

Horizontal

Horizontal Complications represent long horizontal distances over "bottomless" gaps, dangerous machinery, or treacherous, thin areas where there's very little to support someone's weight. Horizontal Complications are generally activated by being Grounded within their influence. Airborne and Gliding allow you to avoid the Effects while being within their area.

Vertical

Vertical Complications represent significant heights, small edifices while climbing walls or cliff sides, or reconfiguring terrain that cause abrupt changes in elevation. Vertical Complications create issues for mobility and can combine with Horizontal Complications for deadly effect.

Acrobatic

Acrobatic Complications represent obstacles whose presence needs to be dealt with via timing, dangerous conditions to be avoided with agility and motion, or fast moving threats that require swift reaction time.

Each Opponent in a Zone beyond the first counts as an additional Complication. Grounded Opponents are considered Horizontal Complications. Airborne Opponents are Vertical Complications. Acrobatic Movement Abilities may be used to pay off any Complications created by Opponents. Being unable to pay for all Opponent generated Complications means the Lightborn may not change their location to another Zone.

Vehicles and Movement

Any pilot of a Vehicle can change the location of the Vehicle on their action as per normal movement rules. Maneuvering a Vehicle during a Combat Scene is often complicated and battlefields are rarely clear enough for the Vehicle's full mobility to be utilized; however most Vehicles can extract themselves from a combat without effort. Vehicles ignore Complications created by Opponents. Some aerial Vehicles have additional Movement modes that fully change how they interact with the battlefield and those rules are listed in their profile definition.

Player Actions

When acting, a player surveys the combat situation and decides how they want to make a change to the scene. In a hostile world overrun by countless foes, this is often by running around and shooting things. The most common actions that can be performed are listed here. If there's something you want to attempt that isn't listed here, ask your storyteller for a ruling. Oftentimes it might be something that costs a Beat and is resolved with a Simple Attribute Roll. Unless stated otherwise, a player may only choose a single Action to perform in addition to any Free Actions they may have available.

Aim

- Beat
- Simple Discipline Roll

Firing from the hip while on the run isn't always the best tactic. When you need your shots to count you can take a breath and put your enemy in your sights before pulling the trigger. It's a bit slower, but can make all the difference when it counts. Each Hit spent on the action roll (minimum of 1 Hit) grants +1 Hit Spread and +1 Precision Hit Spread against Opponents at the weapon's Range until you make a Move or take any action other than Fire Weapon.

Block

- Fast
- Requires Active Weapon with Block

When you can't get out of the way of getting shot, putting something else between you and the incoming fire is an effective backup strategy. Before taking damage from an Opponent's action, you may spend 1 Handling to gain Armor equal to the weapon's Impact until the end of the Off-Beat.

Fire Weapon

- Beat

A fusion rifle discharges, blades clash, bullets are expelled, a rocket is sent on its merry way. This action is the direct usage of your Active Weapon to cause harm to your Opponents on the battlefield. When declaring this action, choose an Active Weapon and choose a number of dice from that weapon's Handling pool and roll them. You may spend the resulting Hits and Precision Hits to apply the weapon's Impact as damage to targets or to pay range penalties. Opponents, Zones, and various objects (ask your storyteller) may be targeted by this Action. Targets are chosen after the action's dice are rolled and Moves may be used in between spending Hits.

Once this action is over, all the dice rolled for the action are NOT returned to the weapon's handling pool. If a weapon's Handling pool is reduced to zero, follow the steps for handling a Measure. Your Active Weapon remains until you select a new weapon with another Fire Weapon action, are able to change weapons via another action, or have a Mod that allows a change.

Vehicles and Weapons

While piloting a vehicle (not traversing it or standing on it), you may only use the Fire Weapon action with one suitable weapon installed on the vehicle itself. If the vehicle has no installed weapons then this action may not be taken.

Perform Finisher

- Beat
- Range: Melee
- Simple Loot Roll
- Wavering Opponent

This stylish use of Flair (pg. XX) instantly defeats a Wavering Opponent in a show of Light or Darkness energy and the lingering paracausal energy can be exploited by your Ghost to generate beneficial resources. When you Defeat a Wavering Opponent via Finisher Final Blow, you may provide a Flair description and use any single die from the roll as the Loot result.

Strike

- Beat
- Payload 1
- Range: Melee
- Simple Strength Roll

You lash out with an instinctual attack using whatever object you have in hand, what meager energy you can quickly conjure in your hand, or just your hand if that's all you've got. You may spend a Hit to deal Impact 2 Kinetic (or 4 with Enhanced Hit Quality) damage to the target.

Regen

- Beat
- Simple Recovery Roll

In the line of fire, taking hits is inevitable. Lightborn have miraculous powers, enhanced physiques, and gear that exceeds that of common folk and even they get rocked on a continual basis. The power that keeps them going lets them heal and repair nearly instantly however. Make a Simple Recovery Roll with a minimum of 1 Hit generated (a Precision Hit if your Health is currently at maximum). Precision Hits restore 2 points of damage, Hits restore 1 point. Your Health must be restored to maximum before restoring Shields.

Reload Weapon

- Measure
- Requires 1 Ammo Reserve for the Active Weapon

Without having the proper ammunition loaded, a weapon is an ineffective paperweight. This action allows you to refill one of your Readied Weapons' Handling pool, even if it's not fully depleted. If the weapon being reloaded has no available reserves, it may not be reloaded or be chosen as your Active Weapon. Reduce the weapon's Reserves by 1 and then reset the

selected Weapon's Handling pool to its Handling rating. Primary Ammo weapons are always considered to have Reserves and may always be Reloaded.

Sprint

- Beat
- Simple Mobility Roll

Weathering the storm isn't always an option and a well timed tactical repositioning can give you a sorely needed time-out while your enemies throw everything they've got at you. Make a Simple Mobility Roll and you may spend a Hit to apply Reduced Hit Quality to all attacks targeting you until your next Beat.

Use Ability

- Beat
- Requires a Readied Ability

The powers of Light and Darkness allow the Lightborn to rise above their adversaries and turn impossible odds into victories. The abilities activated with this action may come from the character's Class, Subclass, or Gear and may also come from sources found in the field. Unless stated otherwise, Abilities are activated with a Simple Power Roll and spends Hits and Precision Hits with respect to targeting and Range. Ability definitions are highly variable and rules for each can be found in the Classes section (pg. XX).

Using Abilities Out of Combat

- Simple Power Roll
- Flair Required

The Class and Subclass Abilities that Lightborn utilize in combat are near instinctual rotes that allow them to survive the rigors of combat and react as quickly as a trigger pull. When not faced with immediate destruction, and when given an opportunity to work creatively, Lightborn are able to perform minor miracles with their Powers. Out of combat, Lightborn can use their Power to create a variety of effects within certain bands of power roughly equivalent to their Melee, Grenade, and Class Abilities. To do this, describe a desired effect and have the storyteller determine which ability makes the most sense to use as a cost. Make a Simple Power Roll that must be made with Flair (pg. XX). By spending a single Hit, the effect manifests, though it may take a minute or so and may or may not have some rough edges to it. Spending a Precision Hit allows the effect to manifest immediately and exactly as intended. The selected ability is considered expended for the remainder of the scene, and if the scene transitions "immediately" into a combat scene, that Ability is not automatically Readied.

Use Skill Kit

- Beat

Vault doors don't unlock themselves and polymorphic encryption keys need active attention to be decoded. These things are fairly straightforward to accomplish as long as no one's actively trying to dismember you. In combat, utilizing your Skill Kits for lengthy tasks or tasks that require

significant concentration is a risky action as it leaves you and your teammates vulnerable to counter-attack or interruption. For certain goals, you can send your Ghost to perform those tasks in relative safety.

Choose a Skill Kit and an appropriate Attribute to make a roll against. Skill Kits have 3 available ranks, each providing a base Handling value when the Skill Kit Action is used.

- Unskilled - 1 Handling
- Novice - 3 Handling
- Expert - 6 Handling
- Master - 9 Handling

If the Lightborn is Unskilled, they're grasping at straws. The roll may not benefit from Flair, Specialties, or Glimmer.

Hits and Precision Hits are then spent towards an appropriate goal or objective as determined by the Storyteller such as progressing a hacking attempt on a security system.

Specialties

Having a specialty for a Skill Kit gives +1 Handling for ANY appropriate Skill Kit roll and additionally you have Enhanced Hit Quality when rolling the Skill Kit the Specialty is paired with.

Ex. Hunter has System Operations at Novice Rank with a specialty in Fallen Computer Systems. This gives them Enhanced Hit Quality and a Handling of 4 when attempting to hack into a Fallen communications network. Hunter is Unskilled in Diplomacy and would have only a single Handling when attempting to negotiate with a Fallen trade delegation.

Flair

When your Lightborn applies their Power creatively to a Skill Kit Action, they mark themselves unmistakably as one empowered by Light or Darkness. When you use a Skill Kit, you can state that you're adding Flair to it and describe how your current Element is used to enhance your action. Introducing Flair grants a +1 Handling bonus to the roll with Storyteller approval. This bonus increases to +2 at Power Level 3 and +3 at Power Level 5.

Spending Glimmer

One or more points of stored Glimmer may be spent to modify a Skill Kit roll at a rate of +1 Handling per Glimmer. Glimmer may be pooled from multiple fireteam members if the situation allows for it. A high-stakes firefight is a dubious time to be digging around in your backpack.

Taking Damage

Tracking damage done to characters is handled in 3 layers, Overshield, Shield, and Health. Damage is applied to the outermost layer first and carries over to the next layer when one is depleted. Recovery happens in the opposite direction, refilling Health before Shields.

Overshield

Base Value: None
Max Value: Power Rank + Resilience
Duration: Your Measure

The outermost layer is temporary shielding called Overshield and represents a number of boosting effects. Normally a character won't have any Overshield unless specific conditions are met. Overshields are not automatically recovered and either dissipate on their own over time or when they've sustained enough damage.

When gaining an Overshield, only one Elemental type is permitted. If the new source of Overshield matches the existing type, it adds to the existing shield and refreshes its duration. If a new source of Overshield has a different element, the character may decide whether or not to fully replace the Overshield with the new source.

Shield

Base Value: Power Rank + (3 * Resilience)

Underneath Overshields are the Lightborn's Shields. This field is fueled by their Power and also represents the investment they've made into their armor and other survivability gear. Shields are restored quickly so long as the Lightborn gets themselves out of the line of fire. Active shields may also protect the Lightborn from low level environmental effects such as radiation or drastic temperature differences. Shields always deplete before Health and replenish only after the character's Health is full. When using a Regen Action and a character's Health is full, the action always scores at least a Precision Hit.

Health

Base Value: 5
This is the last layer of a Lightborn's vitality and when it's depleted, it means that too much trauma has accumulated for the Lightborn's Ghost to handle and still keep them in the fight. If a character's Health is reduced to 0, they are considered Defeated. When using a Regen Action and a character's Health is not full, the action always scores at least a single Hit. Damage to Health is always restored before being restored to Shields.

Healing and Regeneration

Lightborn are generally capable of fully healing mundane diseases and incidental harm as long as they wish it. Their Ghost can bring them back from death so something as straightforward as patching up a few scrapes or keeping a particular hairstyle in check is an afterthought. A Lightborn may pause these benefits for the sake of appearing like a non-Powered being, but in doing so, give up any ability to recover using their powers, it's an all or nothing deal.

In combat, regaining lost Shields and Health occurs through the Regen Action. In addition to taking the Regen Action as their action, on each Measure, every Lightborn may take a Free Regen Action if they have less than full Shields or Health. Other effects may also grant individual Regen Actions, apply Overshields, or directly replenish missing Shield or Health.

Defeat

When a Lightborn or other target is reduced to 0 Health, or if a condition explicitly states it, they immediately become Defeated. Most enemies of humanity go for the kill if they can, but in instances of mercy by foe or Lightborn, Defeated does not necessarily mean death. Player characters always have the option of how an Opponent is taken out of combat. A Defeated player character does not take any Actions or react to Off-Beats. Unless otherwise specified, a Defeated Lightborn's body is rendered non-functional and may no longer be further damaged or affected by any weapons or Abilities. The defeated Lightborn's Ghost remains in the field of combat, near their Lightborn's last location awaiting an opportunity to revive them. Upon being defeated, all benefits and effects on the Lightborn are removed and all of the defeated Lightborn's maintained effects are ended as well.

Resurrection

One of the most amazing abilities of the Lightborn is that dying tends to be a transitory state of existence. It still hurts and they're still gone from this world for a time, but their Ghost has the power to bring them back as many times as they need to under most circumstances. On their own, it may take several minutes for a Ghost to completely revive their Lightborn. This process can be sped up dramatically in the presence of other living Lightborn or high concentrations of Light energy. In combat, a Defeated Lightborn still makes their Regen roll for each Measure. A Defeated Lightborn may remove Defeated once they have at least 1 Health. Additional Regen Actions over the course of multiple Measures may continue to replenish Health and Shields up to their normal Maximum. You may decide whether to remove Defeated or not after each time you regain Shield or Health. If your Shields are full, you immediately remove Defeated and return to fight as a valid target.

Assisted Resurrection

Other Lightborn in the area may hasten a defeated Lightborn's return to battle by focusing their own Power into their ally's Ghost.. While in Melee range with a Defeated Lightborn's Ghost, a Lightborn may use a Regen Action to affect the Defeated Lightborn. This Regen Action has Enhanced Hit Quality, the result of a Regen roll is applied to the Defeated Lightborn, and the assisting Lightborn gains the same amount of healing that may generate an Overshield.

Lightless Zones

There are areas of the world that the Light of the Traveler doesn't reach. These places are exceptionally dangerous to the Lightborn as their normal ignorance of mortality does not apply here. When a Lightborn is defeated in a Lightless Zone they are in mortal peril as their Ghost can no longer channel the Light needed to revive them. Additionally, a Ghost's resiliency is

greatly weakened and they may be forced into a corporeal form that exposes them to physical harm.

In a Lightless Zone, a Ghost may not directly revive their Lightborn, there simply isn't enough of a connection to complete the task. Defeated Lightborn in a Lightless Zone do not make a Free Regen Action during Measures. Allied Lightborn may perform an Assisted Resurrection on a Defeated Lightborn at the cost of spending a Power Surge. Once a Lightborn has any Health, they may remove the Defeated condition as normal. A fireteam entirely defeated in a Lightless Zone requires some outside force to come to their rescue and a Ghost's survival is drastically limited if they can't make their own way out on their own.

Loot

When an Opponent is defeated, it normally drops a beneficial token that can be collected to help build up power during a fight or replenish lost resources. The token is dropped at the location that the target was defeated. This means that if a target is over a pit or in an inaccessible location, the token may also be inaccessible or even destroyed.

Loot can be collected by moving into Melee range with the token. The is then removed from the Zone and its effect is applied during the player's Off-Beat.

Loot Roll	Power Orb			Glimmer						Special		Heavy
Roll per Final Blow	1	2	3	4	5	6	7	8	9	10	11	12

1-3: One Power Orb is generated. This can only be Collected if at least one of your Abilities is not Ready. When applied, a Power Orb adds 1 point to a non-Readied Super, Class, Grenade, or Melee Ability.

4-9: A chunk of Glimmer worth a non-trivial value. This adds a point of Glimmer to the character's Transmat Storage. Glimmer should be considered automatically Collected unless the storyteller is really stressing the survival aspect of the campaign, or it falls into a bottomless pit.

10-11: One Special Ammo is generated. This can only be Collected if you have empty reserve slots for a special weapon. When applied, Special Ammo adds 1 to a single Special Weapon's reserves.

12: One Heavy Ammo is generated. This can only be Collected if you have empty reserve slots for a Heavy Weapon. When applied, Heavy Ammo adds 1 to a single Heavy Weapon's reserves.

Note: Engrams are not created by Loot and are awarded for session / scene completion.

Combat Excerpt

Fireteam Spearpoint decided to stay and protect the salvage that they attempted to pull out of some Golden Age ruins from an approaching mass of Vex.

The Storyteller (ST) grabs some index cards, assembles a Zone map on the table, and assigns the locations of the fireteam and 3 Harpy scouts.

ST: “The Vex are closing in. You get the sense that they haven’t pinpointed you yet but they know something is going on. We’re in a Combat Scene now so we’re going to be tracking time with Beats. Who’s taking the first action?”

Wes: “Maybe I can finish the salvage work so we can get out of here? How much more do we need?”

ST: “You were almost done before the Vex showed up so we’ll say you need another 4 Hits on a Mechanics roll to finish up.”

Wes: “OK, I’ll try not to attract more attention than necessary. Can I use Intellect with that roll?”

ST: “Yep, working smarter this time.”

Wes: “I’m not moving anywhere because I need to finish with this salvage. I only rolled 1 Hit. Here I was hoping this wasn’t going to take too long but… that’s my Beat.”

ST: “Alright, 3 more Hits to go. For my Off-Beat, one of the Harpies is going to move a Zone closer in as it’s looking around.”

Tara: “I’ll give it something to look at. Since I was up in my perch, my Ghost is going to swap my Auto-Rifle with my Sniper Rifle. Can I say that I was Aiming for these shots?”

ST: “That sounds reasonable. Make a Simple Discipline roll. You were already pretty well dug in.”

Tara: “Oof, guess I wasn’t paying as much attention as I thought. No Hits for Aiming so I’ll just have the default bonus. I’m going to see if I can end this fight before it starts and spend all 3 Handling on my Sniper. I rolled 1 Hit and 1 Precision Hit. I can’t split my Precision Hit, can I?”

ST: “Correct. You have enough to take out 2 of the 3 Harpies though.”

Tara: “Alright, I’ll do that then.”

ST: “Your sniper rifle easily punctures two of the Harpies and they explode in a shower of sparks and debris. Remember to roll for Loot.”

Tara: “Nuts, just some Glimmer. My Sniper rifle’s out so I’ll start reaching for another magazine and call a Reload.”

ST: “On the Off-Beat, the remaining Harpy opens up like a flower and trains its Beam Array in your direction. Take 1 point of Solar Impact. A beam starts to roast the building you’re in.”

Hal: “I can take out the last one and then we can get the heck out of here.”

ST: “Hold up. Tara, you called for a Reload, so that’s going to trigger a Measure. Since you only have 1 point of damage, we’ll skip the Regen action and you can just heal up the minimum. Everyone’s still standing so each of you gain a point of Super Ability Power. Tara, go ahead and reload your sniper rifle and you can switch to a different weapon if you want.”

Tara: “I’ll stick with the sniper, I think I know what’s coming.”

ST: “OK, so 2 Beats happened and we’ve got a fireteam of 3 which means I’ve got 5 Handling. The Vex, if they weighed emotion in any measurable capacity, would be pretty pissed off that you’re disrupting one of their projects. They’re going to try and eliminate you for messing with their inscrutable timetable. I’m going to use all 5 Handling to reinforce the battlefield. You see a half-dozen static ripples in space-time as a Minotaur and a cohort of Goblins materialize and start training their weapons on the fireteam. That’s the end of my measure. Hal, you were saying…”

From here combat continues as the fireteam tries to finish up their salvage run and make it out of the city alive.

Chapter 5: Running The Game

The fireteam brings impossible potential and drive into the world. The Storyteller is the role at the table that stands up the threats and objectives for the fireteam to face. This conflict is the central motivator for Earthwild; encountering and overcoming. The sections outlined here provide a starting point for Storytellers so that they can bring their own stories to the table successfully.

Themes

Though Earthwild's core resolution systems are developed around an apocalyptic trigger-pulling core gameplay, there exist innumerable tales to be told against that backdrop. The violence of the Dark Ages of the Collapse is only one aspect of the storytelling experience. Within that world are people struggling to survive, clinging to the past, searching for the future, doing good deeds in spite of hardships, or performing unspeakable acts because there just doesn't seem to be any other way. What your stories focus on should be an active conversation with the players and what they'd like to explore with their characters.

Canon

This system is a fan work and is intended as a platform to tell your own stories. There are multiverses, alternate timelines, and enormous gaps in what is known about the world. Anything is possible. Want an alliance between your town and a local Fallen gang? Go for it. An honorbound cohort of Cabal acting as neutral regents over a piece of territory? Sounds great. A heretical Hive brood not bound to the teachings of Sword Logic? Wonderful! Maybe in your version of the world the Last City is never formed. How interesting would that be?

There are adversaries aplenty in the Dark Ages, but your game doesn't need to boil down to "shoot the thing that doesn't look like me". Additionally, the age of Warlords had humanity doing some pretty despicable things as well, and what's worse than someone wielding your own power against you, especially when they've had more time to practice.

Time

Time passes in dramatic fashion over the course of the game with combat being a furious amount of actions over a short period and developmental projects lasting months or years even. The terms below outline different units of time that are used when playing a game with the Earthwild system.

Session

A series of other chunks of time grouped into some number of real world minutes or hours. Sessions tend to be larger passages of in-game time and represent one or more Scenes. From

the time that you start arguing about gaining some extra Engrams, to the time that you pack up the left-over snacks is a Session.

Scene

A related sequence of events played out in isolation. This could be a planning session, breaking into a vault, escaping a failing starship, or assaulting an enemy stronghold.

Downtime Scene

A montage Scene between important events that resolves low intensity and non-conflict situations. Downtime is used for exploration in non-hostile areas and represents the largest amount of time in a Lightborn's existence if they're lucky. When you enter into a Downtime Scene, clear any accumulated damage, Ready each of your Abilities except your Super, and each of your Weapons are set to their Handling rating (even if you don't have reserves). There shouldn't be any major changes to the world or the campaign during a Downtime Scene. If there's a risk that involves more than a few minutes and a low stakes Skill Kit roll, you'll probably want to use a Gambit Scene instead.

Gambit Scene

This scene represents one or more rounds of an active Gambit (see pg. XX). These scenes may or may not take part during a hostile encounter. A round occurring in relatively safe conditions can be treated as Downtime. Rounds occurring in a hostile environment may have enough breathing room to be considered Downtime if there's no immediate threats happening during that round. Actively hostile engagements are generally Combat Scenes, but the Gambit system can be used to resolve hostile situations quickly. How long a Gambit Round Scene lasts is determined by the Gambit's Frequency, ranging from minutes to months to years.

Travel Scene

This scene is a specific form of Downtime that encapsulates and narrates how characters move from one major location to another. Travel may be interrupted by a variety of situations represented by Gambit Scenes, Downtime Scenes or Combat Scenes.

The focus of a Travel Scene should be getting characters from one place to another. How long that takes, or even if the trip is possible, is determined by the mode of transportation they have access to. When traveling as a group, the pace of travel is determined by the slowest member so make sure everyone's got a ride.

All methods of travel depend on the terrain or difficulties encountered and require some kind of power source, even that comes down to a handful of berries or a ham and cheese sandwich. Dramatic environmental conditions may hinder or prevent certain modes of travel. Storms may prevent aircraft from taking off and create impassable terrain for ground vehicles.

Statistics and costs for vehicles can be found in the gear section (see pg. XX).

Walking / Unpowered Movement

Range per Day: Several Kilometers
Everyone has access to this band of travel and it's what you'll generally fall back on when the terrain gets too treacherous for other vehicles or unfortunate circumstances remove the options for faster modes of travel. As terrain becomes more unfavorable, traveled distance plummets quickly as mountains may require scaling or dense jungles require onerous physical exertion just to make forward progress.

Ground Vehicles

Range per Day: Several Hundred Kilometers
Walking gets old quickly and has significant range limits. Having access to trails, roads, and other infrastructure allows for a significant increase in daily progress provided you have one of the various means of ground transport. In the Dark Ages, where these niceties are uncommon, the usage of smaller and more personal transports for exploration and traveling is recommended.

While some local communities may have access to riding animals, the realities of the post-Collapse world make for a risky business especially with the threat of attacks from all manner of horrors. Other surviving vehicles from the Golden Age have been patched together and may no longer have serviceable replacement parts. Fuel is also a sparse commodity that is guarded with lethal prejudice. This leaves a limited range of options for most of the world and those vehicles are treated as precious, a civilian cargo ATV could feed a small settlement for a year.

The one exception here is the Sparrow. This lightweight, compact hover bike has proliferated in many settlements and communities. Its simple anti-grav system is fairly well understood and its components are relatively easy to scavenge, repair, and even build from scratch. On top of those benefits, it deals well with the shattered infrastructure that dots planetary surfaces and handles most minor terrain features without losing too much travel distance.

Atmospheric Vehicles

Range per Day: A Few Thousand Kilometers
Leaving the ground has significant advantages and significant drawbacks. On the one hand, you can cover vastly more distance compared to terrestrial travel and you can ignore most of the intervening terrain entirely. On the other hand, the skies these days are filled with horrors that can easily detect and track aircraft, keeping them repaired and fueled can be nearly impossible, and depending on the craft there may or may not be a suitable landing site available when you get there. Larger settlements may have one or two flight capable vehicles available for use for the rare occasions that require a small group to traverse significant distances in a very short amount of time. Most smaller communities can't afford to haul one around with them, let alone keep it flight worthy.

Spaceflight Vehicles

Range per Day: Planetary

Getting off the ground is a starting point for expanding access to destinations and getting to orbit, or close to it, opens up an entire world for discovery. Vehicles capable of traversing near-orbit or beyond almost always have Atmospheric capabilities as well and are extremely rare. The largest settlements may host barely a handful at any given time, and for the most part, those are in service of some kind of long range or fast response group, or possibly an exceptionally successful long-haul trader. Orbital class vessels rarely change hands without someone dying over it first.

Well-off Lightborn may have access to a Jumpship, a fairly small (generally 1-2 seater, though larger variants may hold up to a half dozen people) craft capable of a full range of Atmospheric and Orbital maneuvers. These are generally built for exploration into hostile areas and combat and tend to have few amenities beyond keeping the pilot and cargo in one piece.

Jump-capable Vehicles

Range per Day: Interplanetary
These craft don't reach for the stars, they have the capability to arrive at them. As such, these vehicles tend to be more myth and legend during the Dark Ages. Few individuals have the knowledge to understand jumpdrive maintenance let alone how they work or how to build one. These Golden Age relics are priceless and wars have been fought over ownership of a single one of these components. With a jumpdrive, a vehicle capable of spaceflight can make it to the orbit of another planet in a few hours. The freedoms and risks that this technology provides access to is unfathomable to most survivors.

Combat Scene

A high intensity sequence of actions that resolves a violent confrontation. Time is defined by an abstraction of Measures, Beats, and Off-beats. This allows the flow of engagement to be spontaneous, fevered, and controlled by players. Details for how combat works is explained on (pg. XX). Combat Scenes generally represent only a few minutes of intense action.

Scene Rewards

Engram Quantity

For less impactful scenes such as a Downtime Scene involving some low key investigation or a basic Gambit that has limited effects, providing a single Encrypted Engram for each character is an appropriate place to start. This allows for a build up over the course of multiple scenes for larger purchases, but also provides options for gaining a potentially useful piece of gear for an upcoming fight. Additional Engrams may be rewarded at the end of the session to mark moments of particularly important character growth and major changes in a character's capabilities. For the completion of well earned scenes, and to advance the fireteam's power level, it is appropriate to have a Prime Engram included as one of those awarded.

Prime Engram Rarity

When generating Engrams, a scenario or adventure source may recommend providing Prime Engrams. This label indicates that the Engram should represent significant progression compared to the recipient's current Power Level. The Fireteam should be similar in Power range in most campaigns, but if there's a significant disparity, a lower Power character will tend to catch up quickly. Use the table below as a guide to help decide what tier of Engram to reward based on the character's current Power Level. When not generating Prime Engrams, use one Power level below the Prime Rarity.

Power	Prime Engram Rarity
0	Encoded (White)
1	Encrypted (Green)
2	Decoherent (Blue)
3	Decoherent (Blue)
4	Legendary (Purple)
5	Legendary (Purple)

<<SIDEBAR?>>
Exotic Engrams (Yellow) are always going to have a wildcard effect on your game even if they don't contribute directly to the Power growth of a character. Encoded (White) Engrams may be good for Glimmer and mundane gear, but they aren't going to help you build your Power Level.

Engram Distribution

Some people live for the randomness that an unrestricted roll on a loot chart can bring, while others are interested in making consistent progression towards the build that they've meticulously theory crafted. Each approach is valid and should be kept in mind when providing Engram rewards to the players.

Additionally, you can help the world feel a bit more real when those sparkling dodecahedrons hit the ground by having them packaged in a way that seems appropriate. While the Engrams themselves are representative of magic loot boxes, they should be described as coming from hidden Golden Age caches, the last run of a dying fabricator, or clawed back from the hands of the nasty antagonist that was just felled. While Engrams are a marvel to the survivors of the Golden Age, many other species have developed and employ similar technologies.

When generating Engrams for the fireteam, it is recommended to create a pool of all available Engrams and let the players each take a turn choosing one desired Engram and proceeding through the group in turn. Players are free to discuss who gets which Engrams but try to keep this from dragging your game to a halt. Each of these Engrams represents a small portion of a

character's progression and there will be many more to be claimed in future scenes and sessions.

Encounter Design

Encounters in Earthwild are intended to be varied, exciting, and with more than just rolling dice until the bodies stop falling. Being a Lightborn means that you can get vaporized and be back on the battlefield potentially seconds later. It's a challenging advantage that most RPG systems don't have to contend with. What this generally means in order to keep things interesting is that there should always be something else going on besides the gunfire.

Movement Complications

Complications are intended to slow down player mobility, force positional decisions, and generally muck up an otherwise straight forward plan. Just because it's hard to reach a final death, doesn't mean it'll be easy to get that power converter you need for your settlement. Utilize Horizontal Complications (pits and other death traps) to keep the players on their toes and moving around the scene. Use Vertical Complications to separate areas of the scene that force the players to invest in reaching those Zones. Acrobatic Complications are for all those fun, oddball traps and triggers that can make things go really bad if you hit them the wrong way. Complications should generally be 1 point for an inconvenience or 2 points for a major impediment. Rarely, 3 point Complications can be used for truly brutal obstacles. Remember that Complications eat up a character's movement, especially if they don't have a Movement ability that helps solve for the Complication. Ensure that you're mixing up your combat areas, there are only so many bottomless pits!

Objectives

Blank room encounters where you just pile on a bunch of baddies and watch them get gunned down don't make for much excitement. While there are some despicable Lightborn out there that are good for killing for killing's sake, most have some kind of goal in mind before they open fire. Good scenarios should also have this in mind and that's where Objectives come into play.

Objectives give focus to a scene and explain to the players when to expect the scenario to end. They may also describe whether or not your fireteam has succeeded in their mission. There's an endless number of ways to provide objectives in a scene but here are a number of general types to get started with:

- Rumble - Your basic fire fight, be the last ones standing. These scenes should not have reinforcements, and remember that death is barely a consequence.
- Zone Control - The Fireteam needs to be in the right zone at the right time. The Zone may additionally need to be clear of Opponents or other complications.
- Lock and Key - You can't do X until you've done Y. The Key might be collecting a specific object, depositing an object in a specific spot, destroying an enemy or object, etc.

- On the Clock - Something can't happen until X Measures pass or something happens after X Measures pass.
- Change of Scenery - Just finding a way to the destination can be a problem, especially when you're On the Clock.
- VIP Treatment - There's something in the scene that CAN'T be destroyed! Lightborn are great at blowing things up, but do you know how to stop it from being blown up?

These objectives work even better when you mix and match them together. Remember that death only gets you so far when dealing with Lightborn so crafting encounters that require things other than dying is a very important skill and allows you to push the limits of what your players can do at the table.

Encounter Scales

When planning out content, it helps to know what level of complication you and your players are expecting. By having a consistent presentation of challenges, the storyteller can assist the players in their decision making and resource usage while also having direction and boundaries for the content being experienced. Not every encounter needs to have mind-bending gimmicks or brutal waves of enemies that just won't fall over regardless of how many rockets are sent their way. This guidance isn't meant to be a strict framework, and like with all things, break the rules when it makes sense.

Lost Sector

1 Scene, plus 1 Introductory Scene if desired
10 to 15 Zones per Arena, comfortable for a fireteam of 3 to 4
One Goal, straight forward to complete
Simple Gimmicks, use existing faction keywords or introduce a single new concept
Light Rewards, 1 or 2 Engrams and 1 Prime Engram per fireteam member

The shortest form of encounter content may or may not be handled with a single Combat Scene, depending on what introduction or lead-in that could be attached to it. Lost Sectors get their names from the forgotten hollows, abandoned bases, or odd pockets carved out of the world that can be found scattered all over the post-Collapse world. These areas are generally no more than one or two small to mid-sized arenas separated from the world by a meandering liminal area.

Lost Sectors are a great way to deliver other forms of narrative or mechanical elements (loot) alongside a warm-up level of combat and exploration. Forces within a Lost Sector generally won't have reinforcements, but there could be situations where a small trickle of foes keeps the fireteam from getting comfortable. Similarly, any Gimmicks found within tend to be representative of the standard showing of the antagonists involved. Taken may have some Blights and pools around the area. Cabal almost certainly have a few turrets and explosive munitions in the area. The Fallen more often than not have littered the area with mines. This

scale of content is a great way to introduce players to new factions and mechanics without being overwhelming.

Lost Sectors should be short enough to complete within the span of a single session. Have a single goal, either explorative and using Skill Kit rolls and a Gambit with a few rounds or combat focused with a single Boss tier opponent or a small handful of Elites with boosted health or shields so they survive more than one or two heavy weapon shots. Fireteams of 3-4 players should fit comfortably into this space and time frame. More than that, and the players may feel cramped and/or unable to engage with the goals before they're completed.

Keep Lost Sectors short and sweet. Let their frequency, rather than depth, be their strength. Three or four Lost Sectors over the course of a couple sessions can keep the game flowing while also showcasing a diverse amount of world building without too much investment.

Strike

4 to 5 Scenes, mix Combat, Gambit, and Downtime as needed
15 to 20 Zones per Arena, accommodate 3 to 6 man fireteams
One or more Goals, overarching objective and one or more secondary objectives
Moderate Gimmicks, variations of faction keywords, and/or one bespoke puzzle
Significant Rewards, 2 to 4 Engrams and 1 to 2 Prime Engrams per fireteam member

An intermediate tier of content, the Strike represents "serious business" for a fireteam and incorporates a lot more planning compared to a Lost Sector. A Strike represents a major shift in the narrative and can serve as a long form introductory sequence, a mid-narrative escalation, or the capstone to a shorter series of events in a campaign. A Strike receives its name from operations carried out by a fireteam who have a specific outcome in mind and are committed to that goal without interruption. A Strike routinely occurs over a reasonably wide area with care needed to handle the approach into the operation area as well as navigation through connected areas.

Strikes are best used to expand upon existing behaviors and mechanics while also introducing one or two new Gimmicks that could be unique to your setting. These new Gimmicks should be telegraphed using scenes that allow the players to learn how they work before setting them up with a final showdown that relies on the mechanics being executed on. If the campaign has been following a theme or a specific faction, use a Strike to kick things up a notch and provide a significant challenge. One or more Combat Scenes should have reinforcements and focus around a non-trivial Gimmick that requires some amount of timing, coordination, or discovery by the fireteam.

A Strike generally takes more than a single session to complete as you'll want enough time for the fireteam to get comfortable with the Gimmicks and combatants that they may have to deal with. Secondary objectives can be accomplished as a lead up to a final confrontation and communicate the escalating stakes. Gambits should be used to create complications for fireteams either leaving or about to enter into a Combat Scene. A Downtime Scene somewhere

in the middle can act as a moment for everyone to catch their breath or to build anticipation for what's to come. When running multiple Combat Scenes, having a single tough Boss as a finale with a lead up in the form of a "mini-boss" or similar lieutenant scale set piece can keep the momentum moving while simultaneously foreshadowing your tougher encounter. The combat arenas should accommodate 3-6 players, but keep enough cover and diversity available that if you have a smaller team that they won't feel like they're out of place. A potential design to include is one or more "lanes" or approaches that can simply be removed from the encounter to keep things from getting too spread out.

Strikes should feel like the fireteam bit off just a little more than they could chew but by the end of it deliver a sense of accomplishment for taking a major antagonist down a notch or by elevating the campaign to a new threshold. They should be used infrequently so as to not get overwhelming, and provide more access to deeper encounters than even a small pile of Lost Sectors.

Raid

6 to 10 Scenes, mix Combat, Gambit, and Downtime as needed
15 to 20 Zones per Arena, accommodate 3 to 6 man fireteams
One or more Goals, overarching objective and one or more secondary objectives
Major Gimmicks, significant deviation of faction keywords, and/or multiple obtuse puzzles
Plentiful Rewards, 4 to 8 Engrams and 3 to 6 Prime Engrams per fireteam member

The big moment. The grand finale. The culmination of a grand design. The Raid. If your fireteam is at this point, then they should know what's coming for them while also having no idea what exactly is in store. A Raid pulls out all the stops. From a narrative standpoint, Raids have existential consequences for both the fireteam and the antagonists. Everything was leading to this moment, and now there's nothing left but to get to it. Raids should use a major portion of a campaign as preparation, both geographically as well as advancement. Prepare your fireteam well and build them up so they can take their best shot, and then let loose on them with everything. A Raid is generally a self-contained area of content, though that content may traverse a wide distance, there's no hitting the pause button once the fireteam is in it. Provide several opportunities for traversal and exploration, but make sure the fireteam knows they're on the clock.

Raids should showcase familiar Gimmicks that the fireteam has encountered in previous Strikes or Lost Sector but it should also lean heavily into a theme for the Raid. Having two or three Gimmicks that are designed to work in tandem with the Raid's theme for the final showdown is a good way to have a variety of lead up content that also tests the fireteam's abilities once they're in front of the biggest bad. While not every Combat Scene should have a Boss-tier antagonist, it's common for them to have 2 or 3 before reaching the Raid Boss. Reinforcements should be plentiful and even traversal segments could have dire consequences handled by especially brutal Gambits. If the Raid's Gimmicks are exceptionally clever, use scenes as necessary to

teach the mechanics in such a way that guarantees the fireteam understanding before moving on.

Expect a Raid to take multiple sessions. Multiple Boss level encounters and major Gimmicks take time to play through and run at the table. It's not a race, unless of course you're planning a race sequence within the Raid, so give the fireteam ample opportunity to process and absorb everything that you're throwing at them. This also gives you some room to breathe if you need to make adjustments to the content so that the fireteam is making progress and most importantly, is having fun. Secondary objectives here can be used as breakpoints and last minute opportunities to enrich their skills, gear, and abilities before the end. Given the scope of a Raid, it's not unreasonable for there to be multiple Downtime Scenes throughout the content. Traversing an ancient megalopolis or subverting a Vex networkscape should take time and helps express the expansiveness of the content being explored. Additionally, preparing for variations and perhaps even a content branch in the case of a mid-raid fireteam wipe allows the fireteam to not only complete the content, but for you to utilize that sense of desperation when things seem to be at their worst.

Raids should be just a little overwhelming. They should stretch the capabilities of the fireteam and push them to bring everything they've got and leave it all on the table. When the Raid is completed, one way or another, your world should be different and there's no going back to what was before. Raid content should have built-up support over the course of a campaign and should almost always be a major transition point, if not the end. If everyone's exhausted and grinning at the end of it, that's a good sign that it worked out. Once a Raid is complete, give the fireteam a rest, they've earned it. And after they're rested and bored? Well, that Lost Sector over there looks a little weird and the Vex wandering into it look suspicious.

Storytelling Combat

Guns and space magic are core to the identity of storytelling in Destiny and their use in combat scenes need to carry those ideals at the table. No one wants to sit around counting bullets or be idling about when there's work to be done, especially when that work includes throwing fiery grenades or hurling lightning bolts. Earthwild's combat system was designed to support fast moving, tactical, run-and-gun combat but as with anything that comes with a wide variety of choices, your table can get bogged down by an overwhelming number of options. The guidance here should help you keep things running smoothly and keep the action flowing.

Overview

Here are the key points listed without getting too deep:

- Reinforce, Reposition, React - Use Handling from the Tempo Pool to keep the battlefield full of targets, keep the player characters from getting too comfortable in their Zone, and to harass Lightborn that are focused on encounter goals.
- Minions have up to one Move and one Action per Measure, paying a Hit for each. Bosses have their own Handling and may act multiple times during a Measure. Be aware

of how much damage they can deal in a single Measure so you're not casually deleting a Lightborn.
- Telegraph large moments and give the players time to react. If you have an action that can wipe out an entire zone, it should have Delayed: Any Measure / Measure on it to give the players the option of relocation before the effects land.
- If the antagonist count on the board is low, spend Handling from the Tempo Pool to make it more target rich. It's not a bad idea to reserve half of your Handling, or more if the map's particularly empty, for reinforcements alone. Remember that Misses can be used for Reinforcement!
- More Measures means more Supers. Players may be adverse to causing a Measure because it means you get to act a lot, but it's also going to slow the growth of their Super Ability, especially at lower Power Level play.

Objectives and Friction

When running a combat scene there are two general areas of focus to keep the scene moving and dangerous. Your scene should have some kind of set piece that allows the players to understand when the scene has completed successfully (or unsuccessfully) and it should also contain enough friction to complicate accomplishing the goals of the set piece.

Your set pieces can be specific goals not related to firing weapons or hurling space magic (bank some motes, activate a runic plate), or could be eliminating a specific target (a particularly strong and aggressive Hive Wizard or Fallen Captain). The "friction" should come in the form of repeatable/resettable elements that provide a consistent amount of pushback that doesn't allow the players to always focus on the core goal. Waves of enemy reinforcements and actively hostile terrain fill this role but make sure that there isn't so much friction that the players have no chance of achieving their goals.

All Those Hostiles

Your job as a defender of humanity is to face down the angry hordes that want to deliver violence upon all that you care for. The best way to get that point across is to actually have angry hordes and Earthwild's asymmetrical take on turn order helps with being able to handle a substantially overwhelming amount of opponents and without obliterating your fireteams. That still leaves a lot of choices to be made, especially behind the screen and you don't want to let the game get bogged down in analysis paralysis.

Act Fast

The best thing to do is to just do something. You're often not looking for a tactically perfect way to put your player characters into the ground so there's no reason to need to make decisions that are "optimal". Just get in your player's way in an interesting fashion to make the MacGuffin a little harder to obtain.

Act Reasonable

Frenzied gladiators want to be in melee range and chase down fleeing targets. Snipers have no business closing ranks unless the stakes are truly desperate. When in doubt, an Adversary's weapons should telegraph how they'll want to fight. Powerful Adversaries designed with specific personalities and gimmicks may not follow the norms of their similar counterparts but should still broadcast their intentions visibly.

Act Dutifully

Every player's concern at the table, in some capacity, should be that everyone's having fun and the storyteller is a player just like anyone else in the session. The storyteller generally has infinite resources and the capability to make anything land on the table. Earthwild isn't focused on simulation accuracy, it's about the highs and lows of being a space hero. When in doubt, fail in the direction of fun.

All That Tempo

When taking a single action on an Off-Beat, antagonists are going to either be an annoyance, or just be trying to position themselves to be effective later. When you get to the Measure, you're going to be sitting on a small mountain of Handling so how do you spend it without having to write up a spreadsheet?

Reinforcements

Your players are going to chew through the rank and file troops at a rapid pace. This is a good thing. Defeated opponents drive the resources they need to to survive in the short term (Power Orbs), plan for the next few actions (Ammo), and save up to thrive in the world over the long term (Glimmer). While there are a handful of exceptions for each faction, most of the antagonists are pretty thin skinned. Let the Lightborn chew them up in large numbers while you maneuver your more dangerous assets.

Moves and Position

Most antagonists won't cause harm by their presence alone, but that presence is a tool to be used to threaten the character's goals. Foes that engage in melee combat keep the players moving around the battlefield. Snipers and other long range skirmishers need to be neutralized or they'll just keep piling on the damage action after action.

Action Limits

Unless specified otherwise, Adversaries are limited like player characters. In a single Measure, an Adversary can only perform one Action and/or take one Move. Bosses and other special opponents can break this rule in order to function as a much deadlier foe but for the most part, you're going to need to spread that Handling around to a bunch of different antagonists. Make sure to keep the battlefield populated with options!

Special Sauce

Earthwild combat sequences work best when they're built around gimmicks. One way to help pace an encounter and to communicate to a fireteam that a mechanic is serious business is to utilize the Tempo Pool. When the players can see Handling being used to charge an Arc accumulator, you're signaling to them that whatever is going on here is important enough that you didn't use that Handling to just move a couple Dregs forward a zone. Additionally, if your set piece is a Boss-tier antagonist, use their Handling to drive their unique behaviors and special attacks to help keep the difficulty balanced; free actions are a powerful resource.

Gimmicks

In a straight-up firefight, unless there's a completely overwhelming amount of force being thrown at a Lightborn fireteam, they're going to get back up and keep going until they've ground the fight down to the last man. These types of encounters tend to be infrequent due to resource constraints and the cleverness of the enemies of humanity. Dealing with a foe that can ignore death, requires exceptional creativity.

Telegraphing

Gimmicks are wonderful tricks that you can use to bend or tweak expectations and make your scenarios more than just a checklist of things your players are already going to do as soon as they can roll dice. Random surprises that come out of nowhere, and only when the player fails a roll, tend to not be fun however. You don't have to spill the beans about exactly how a Gimmick works, but you definitely need to let your players in on it a little bit so they can tease the rest out themselves. There's a lot going on, especially in a combat sequence, so expecting the players to figure out a deep mechanic, while trying to stay alive, while trying to not get torn apart by an unending stream of Thralls has a very real chance of ending in disappointment.

If you're designing a Strike (a small handful of encounters that fit into one or two sessions), it helps to use the encounters themselves as learning tools for later encounters in the Strike. This gives the players time to figure out what you're trying to do ahead of time so once they get to the big fight, they can feel a sense of accomplishment of executing on the Gimmick.

You can telegraph an experience with failure as well. Lightborn are in the unique position that death just slows them down a bit. Teaching a Gimmick with overwhelming force should be used carefully though, and always with enough time for the fireteam to recover and apply their knowledge on a future encounter. Don't just ambush them with a new tactic and then deny them the chance for redemption.

Bosses

Bosses represent specific, catastrophic level threat actors. They are single antagonists, or closely associated small groups of antagonists, that have their own goal in mind and the Lightborn are generally getting in the way of it. Lieutenants and Elite antagonists represent scaled up individuals who are a cut above the rest, but are generally just thicker, scarier versions of the Minions they're based on. Bosses don't end there. Bosses break the rules.

When crafting and running a Boss, you're encouraged to start with the archetype of the antagonist that you're basing the Boss after, and then adding the specific things that give it a terrifying personality beyond what you'd normally expect. Fallen Captains don't usually go Invisible. Fallen Servitors don't usually have the ability to summon up other Servitors to make themselves Invulnerable. Normally, you don't have to knock out a runic crystal battery before you unload your shotgun into a Wizard but with Bosses, that should be normal. Tying your encounter Boss to a Gimmick helps you move out of a blank-box encounter towards something unique.

During a Combat Scene, Bosses use their own Handling much like a Lightborn uses theirs. They should have Actions accessible to them beyond their archetype's stat block, and should interact with other Gimmicks to really spice things up.

Environments

Gimmicks in the environment can be anything from moving terrain to countdowns to powerful attacks that aren't restricted to a single antagonist, to a lock and key type problem that needs to be solved before being able to proceed. The Hive are fond of complicated rituals that need to be disrupted before Lightborn can gain passage. Vex build out impossible infrastructure that needs to be subverted in order to interrupt their goals.

Environmental Gimmicks have more opportunity to be obtuse and confusing unless their behaviors are spelled out clearly to the players and unlike Boss Gimmicks, there's generally no option available to just shoot the environment until it isn't a problem anymore, although sometimes that could be the case.

Triggers

Tied to Bosses and Environments, Trigger Gimmicks occur whenever something happens and they tend to disrupt whatever is going on at the time. A Boss losing half its Health may immediately trigger a defensive field that protects it while it escapes to a different area. A hinged platform may fall away as soon as two Lighborn step on it. The amount of lava covering the bottom of a chasm may increase every 2 Measures. Whatever the Trigger is, something happens, it's generally surprising the first time it does, and it interrupts whatever the players are doing. As outlined in the Telegraphing section, be careful with ambushing the players with mechanics they had no idea were coming. Figuring out the puzzle feels great, being cheated out of it doesn't.

Adversaries

Adversary Actions

Adversary actions are options available to the Storyteller during Measures and Off-Beats. When choosing an Action, select the Adversary to perform that Action and spend the required Hits. Hits from Measures are spent out of the rolled Handling while the Storyteller automatically generates a single Hit to spend during an Off-Beat. Storyteller actions may have more than a single Hit as a cost. These effects are generally more powerful and act as a balancing agent to help prevent overwhelming the players during a Measure. If an Adversary has an effect that grants Enhanced Hit Quality, this may be used to activate these effects on an Off-Beat.

The following actions are the baseline for what is available to any given Adversary.

Fire Weapon

This action targets a character and uses the weapon to attempt harm. This may be a one-off effect like firing a Torch Hammer, or an effect that continues over multiple Beats like focusing a Shrieker on a character.

Activate Ability

This action targets a character or Zone and utilizes the effects of the Ability. This may be throwing a grenade, generating a shield, creating an effect in a Zone, or other special abilities possessed by the Opponent.

Move

Change the Opponent's position within a Zone, or relocate them to any position within an adjacent zone. Adversaries ignore all Movement Complications generated by Zones or battlefield effects.

Interact

The Opponent spends time performing some action not directly related to harming another character. This represents performing a portion of a ritual, activating special equipment, manipulating something in the environment, or other variety of options.

Factions

DESIGNER NOTE - This area is under HEAVY construction and I'm actively in the process of moving things from a spreadsheet into this document, there may be inconsistencies. Please reference this document for antagonist weapon definitions. Antagonists
<There are several factions that have it out for Humanity>

<Faction Enemy Template>

Name	Health	Shields
Description		
Weapons	Keywords	

Cabal

The hospitality bay was lit at an optimal level of soft maroon tinged yellow mimicking daybreak on Torobatl. A round holographic display table sits in the center of the halo's warm glow, flickering with a harsh rainbow light. Arrayed across the table's surface a variety of colored polygons. Solid grays and browns represent terrain and structures form the surface. Arrayed in a variety of deployments are several dozen red figures in defensive clusters, broad offensive sweeps, and balanced firing lines. Apart from them is a lone figure cast in purple, smaller in stature than the multitude of figures but currently the focus of intense scrutiny.

Centurion Cexta looked across the battlefield image from behind his fully expanded Conflict and Strategy Doctrine, the lower half of his face obscured from the view of the others seated near the table. His ribs itched, a good sign that they'd be knitted back together by the surgical implants soon. He pushed the thought aside and spoke, "What is your command, Gorrac?"

To Cexta's left was the uncomfortably hunched form of a decorated Gladiator whose left arm was currently being regrown by an active bio-printer. The nerves were the worst part of the process, everyone one of them felt like fire. Gorrac huffed and then keyed in an assault formation that took one squad over and around the wall the purple target was using for cover. The scenario report updated, showing a significant boost to the squad's lethality scores. He took a number of Tactile Simulation Devices in his good hand, shook them with a moment of vigor, and tossed them onto the table. The battle simulator would have been faster, of course, but in recovery there was room for the pleasure of this small ritual. Cexta noted the results and made the appropriate adjustments on the scenario report.

"Well?" Gorrac prodded the Centurion with a mild annoyance.

"Well what?" Cexta responded flatly.

"Aren't you going to remove the combatant? A full squad engagement, optimal Slug Rifle range, above average simulation results, and, " he added with just a hint of smugness, "3 enhanced impact results. I know the doctrines and even I can do the math in my head. Remove it."

An insufferable voice spoke up to Cexta's right. A Legionnaire mechanic maybe half the bulk of Gorrac even if the soldier still had both of his legs. The only thing in common between the two was missing the same hand.

"And when was the last version you reviewed?"

Gorrac narrowed his eyes, "6.15.2, before my sleep shift last night."

"Well, actually, 6.15 dot three is the latest. The update came in this morning and you obviously missed some important changes. Quite a few of the battle scholars are disagreeing that this was logged as a minor release. The changes to the autorifle baselines alone should've warranted a major, let alone what was done to…"

“Enough.” Gorrac barked to silence the Legionnaire. He set his gaze back on the Centurion who just shrugged. “Fine,” Gorrac grumbled and logged the end of his command execution.

Cexta gathered the Tactile Sims, added a few more from his own pile and deployed them with characteristic neutrality. After confirming the results he removed the entirety of the assault squad from the field. Gorrac limited his response to an eyeroll and avoided looking at the mechanic. The Gladiator was half-way through his next command selection when the door chime sounded, alerting them to the arrival of a senior officer.

The room’s occupants fell into attention near the table, even the Legionnaire managing with the barest of assistance by Gorrac. A moment later they were eclipsed by the form of a Valus unfamiliar to any of them.

The Valus appraised them with a few long moments, the bio-printer dutifully clicking along Gorrac’s arm. None of them so much as flinched. He nodded and focused on Cexta, “You’ve generated updated observation metrics from 6.15.3?”

“Sir.” Cexta responded, already uploading the current session as well as another dozen full simulations from earlier in the day. Their unit’s Battle Network updated as ratios were recompiled in real-time and transmitted across the engagement group. A moment later, those numbers moved up to Regional Command and the Valus’s gaze went to the middle distance as he reviewed them on his tactical HUD.

“From 3.86 casualties per active minute to 4.03? Interesting.” The Valus dismissed them and began to depart, pausing briefly to let a Medical Officer transport in a fresh occupant with extensive cranial and torso damage. As the door hissed shut behind him the Valus responded on his comm device, “Yes, Command, casualty rate update confirmed.” A pause before replying, “Understood. Casualties are within objective parameters, continuing operation.”

Overview

The Cabal are an aggressive, military empire composed primarily of two species, the Barant and the Psions. The Barant, tall and massively built humanoids with a distinctive facial structure that exposes their teeth, make up the vast majority of the Cabal’s population. The rest of the empire has a number of client species but only the Psions have shown up in the Sol System. The Psions are closer to human size but are recognizable by their singular central set eye, possibly exposed brain matter, and psychic abilities. The Cabal make extensive use of military hardware and logistics to capture and defend strategically advantageous resources throughout the Sol system.

Minions

Psion	3	-
Specialist foot soldiers with naturally occurring psychic abilities. Physically smaller than the		

Cabal race, they're used for support,infiltration, and harassment alongside more traditional shock units.	
Slug Rifle Headhunter Sniper Rifle Void Eruption (Innate)	Strafe Thrusters Swarming 2

War Beast	4	-
Quadruped animals native to Torobatl trained and outfitted by the Cabal to be disposable shock troops. These numerous beasts are relentless and aggressive as they attack in packs.		
Tooth and Claw	Swarming 3	

Legionary	6	-
The rank and file troops of the Cabal empire. These armored warriors are stoic, efficient, and coordinated on the battlefield. They are generally deployed in squads and have varied loadouts appropriate to their current mission.		
Slug Rifle Frag Detonator Slug Shotgun (Uncommon) Projection Rifle (Rare)	Coordinated Strafe Thrusters	

Phalanx	6	-
These soldiers are elite defensive troops that are deployed with advanced extendable energy barricades. They're dependable mobile cover to protect the advances of their fellow troops.		
Slug Rifle Slug Shotgun (Uncommon) Phalanx Shield	Coordinated Strafe Thrusters	

Incendior	12	Void 8 (Elite Only)
Reinforced troops armed with assault flamethrowers used as line breakers and close quarters clear-out crews.		
Magma Launcher	Vulnerability (Fuel Tank) Intentionally Explosive (Solar, Precision Only) Compression Blast	

Gladiator	16	-

Distinguished close-combat experts that wield cleaver-like blades and wear heavy frontline armor.	
Severi	Strafe Thrusters

Centurion	12	Solar 8
Battlefield leaders with shield-equipped armor and advanced flight capability.		
Projection Rifle Bronto Cannon Frag Detonator	Commander Strafe Thrusters Flight	

Colossus	24	Arc 12 (Elite Only)
Massive Cabal soldiers with extensive layered armor and an assortment of siege-breaking heavy armaments.		
Heavy Slug Launcher Power Slug Thrower Cluster Missiles Ground Slam	Commander	

Keystones

Primus	120	-
At the top of the command structure of the Cabal Empire are highly decorated officers that have decades of experience and the absolute best equipment. These leaders have proven themselves countless times and their battle hardened skills have few peers. Their troops have unwavering loyalty and an unmatched fanaticism.		
Heavy Slug Launcher Power Slug Thrower	Boss (Colossus) Armored 10	

Valus	120	-
Promoted elites in the Cabal command structure that have proven themselves on the battlefield and have control over sizable segments of troops and material deployments.		
Bronto Cannon	Boss (Centurion) Armored 10	

Psion Commander	120	-
Psions who prove themselves with exemplary service are elevated within the ranks to		

command other	
Slug Rifle Void Eruption Call Lightning	Boss (Psion) Armored 10

Vehicles / Other

Scorpius Turret	12	-
A deployable, stationary weapons platform that has options for either a kinetic or flame based foe deterrence module.		
Powered Slug Thrower Magma Launcher	Immobile	

Interceptor	36	(Psion Pilot) 6
Highly mobile and armored, single pilot assault craft that is propelled by an anti-grav system and piloted by Psions.		
Projection Rifle x2	Open Cockpit - Precision Hits may target the pilot at Reduced Hit Quality.	

Goliath Tank	120 - Main Chassis 24 - Thruster (x4)	-
These heavy hover tanks are built for siege operations and heavy assaults on fortified positions. Its hover jet platform allows it a high range of mobility in a multitude of environments including cramped quarters and unstable terrain.		
Planet Cracker Artillery Slug Rifle x4 Missile Barrage	Hardened (Main Chassis) Armored 20 (Main Chassis) Vulnerability (Thruster) - Defeating a Thruster deals 30 damage to the Main Chassis, ignoring Armored.	

Thresher	60 - Main Chassis 24 - Launcher	-
A light transport and battlefield support aircraft that can deploy a small number of troops and provide air-to-ground artillery. Its VTOL capabilities allow it to provide mobile close-air support though its relatively thin armor means it's vulnerable to small arms fire.		
Thresher Rocket Launcher	Flight	

Thresher Rocket	2	-
Tracking munition on a self-propelled rocket body.		
-	Intentionally Explosive (Solar) Inevitable Shambling	

Weapons

Standard Weapons	**Impact**	**Element**	**Range**	**Traits**
Compression Blast	2	Solar	Short	Knockback 1
Fierce, concussive emission from an Incendior's venting system.				
Ground Slam	3	Kinetic	Melee	Knockback 1 Full Blast
Powered armor slam that clears the area around the larger Cabal.				
Headhunter Rifle	2	Solar	Long	Sharp
Long range, slow firing Psion anti-infantry rifle sometimes upscaled and used by other Cabal units.				
Magma Launcher	2	Solar	Medium	Scorch Duration: Any Measure
Integrated with the Incendior's backpacks, they unleash napalm that covers the battlefield in raging flame.				
Phalanx Shield	3	Kinetic	Melee	Deployable - Allies behind the deployed Shield of the Phalanx have Impenetrable.
Hybrid energy shield that can be deployed to cover nearby allies or can be used as an effective bludgeoning tool.				
Projection Rifle	2	Solar	Medium	Blast 1
Short barrelled, hand-held launcher of explosive grenade rounds.				
Severi	3	Solar	Melee	
Pair of heavy, chopping close combat blades.				
Slug Launcher	2	Arc	Long	Knockback 1 Sustained
Infantry sized rail gun capable of a continuous barrage of high speed projectiles.				

Slug Rifle	1	Solar	Medium	
Standard issue Legionnaire battle rifle effective in a variety of conditions.				
Slug Shotgun	2	Arc	Short	Sharp
Rapid fire assault shotgun that fires electrified groups of slugs.				
Slug Thrower	1	Solar	Long	Payload 4 Sustained
A belt-fed rotary weapon that can lay down deadly suppressing fire.				
Tooth and Claw	1	Kinetic	Melee	
Natural, savage weaponry bred for speed and violence.				
Special Weapons	**Impact**	**Element**	**Range**	**Traits**
Bronto Cannon	4	Void	Medium	Blast 1 Blunt
Heavy disruption blaster used as infantry class artillery.				
Missile Barrage	4	Arc	Long	Blunt Delayed: Any Measure Full Blast Payload 3
Volley of light, anti-infantry munitions designed to scatter dug-in foes.				
Void Eruption	3	Void	Medium	**Duration:** Any Measure **Erupt** - When Void Eruption ends, all Opponents in the Zone become Airborne. **Full Blast**
Psionic torrent that burns the ground with Void flame and then launches opponents into the air.				
Grenade / Vehicle / Other	**Impact**	**Element**	**Range**	**Traits**
Frag Detonator (Grenade)	4	Solar	Medium	Full Blast Duration: Any Measure
Standard frag munition launched from an arm mount.				
Frag Detonator (Blade)	2	Arc	Melee	
Bladed form factor of an anti-infantry grenade, effective in close combat.				
Planet Cracker Artillery	12	Solar	Long X	Full Blast Delayed: Any Measure
Heavy siege and anti-material cannon mounted on battle tanks.				
Thresher Rocket Launcher	-	-	-	Summon

Rapidly emits self-propelled guided rockets from the underbelly of the fuselage.	(Thresher Rocket)

Dread

<Faction Description>

Minions

Attendant	6	-
Those that give themselves willingly over to the Dread who remain strong of will are remade and gifted with a limited command over Stasis. Attendants may be shaped from any of the willing, but those species with a latent gift for psychic connection such as the Cabal Psions are especially sought after. They carry Resonant arms and armor into battle.		
Duskfield Wave **Resonant Allision**	**Strafe Thrusters**	

Weaver	6	-
Individuals who are aware of the connection between all things can be remade by the Dread into wielders of Strand. Weavers can be shaped by any willing to give themselves to the path of the Final Shape and many of the Cabal Psions have chosen to walk this path. They carry Resonant arms and armor into battle.		
Resonant Allision Transverse Reed	Strafe Thrusters	

Grim	4	-
These nightmares were reshaped into airborne harriers and formed to be a relentless swarm used against the enemies of the Final Shape. They pair an incredible aerial agility with a rapid fire Resonance weapon that unleashes a stream of homing projectiles.		
Transitory Lance Screech	Flight Wiry	

Husk	12	-
An amalgamation of forms, the Husk is a wicked close combat elite reshaped from multiple source species. It is host to an unstable Geist that resides within and carries a pair of blades edged by Resonance.		
Husk Blades Vicious Dissonance	**Geist Burster** - If defeated with a non-Precision Hit, generate a Geist at the Husk's location and the Geist makes a Free Move action. **Wiry**	

Subjugator: Harbinger	24	-
These Subjugators are lieutenants of the Final Shape are crafted to coordinate and rally their troops on the battlefield. Harbingers are a towering presence at 3 meters tall, are clad in heavy Resonant armor, and carry Resonant forged glaives that enhance their mastery of Strand.		
Gordian Entanglement Severed Ties Slam Transverse Reed	Enlighten (Elite Only) - Gain Armored 2 against non-Strand damage. Enrager - While in Medium Range, allies gain +2 Handling.	

Subjugator: Omen	24	-
These Subjugators are lieutenants of the Final Shape are crafted to impose dominance and control on the battlefield. Omens are loom over opponents at 3 meters tall, are clad in Heavy Resonant armor, and carry Resonant forged glaives that enhance their mastery of Stasis		
Crystalline Quatrain Duskfield Wave Shatterstorm Slam	Enlighten (Elite Only) - Gain Armored 2 against non-Stasis damage. Pyramid Drones - On each Off-Beat, one Ally in Range: Medium makes a Handling 2, Range: Medium, Impact 1 Solar attack on the closest Opponent.	

Tormentor	32	-
Shaped from a mix of raw fear and Resonant technology, the Tormentor is a massive humanoid terror sent to annihilate those that oppose the Final Shape. These nearly impervious constructs have seams of instability that must be exploited to destroy them, but the closer they come to being unmade, the more furious they become. They utilize a brutal Resonance scythe and Void energy to dismantle their targets.		
Abyssal Cleave Null Paroxsym Slam	Open the Void - 2 Hits, generate a Torn Void within the Tormentor's Zone. Dark Harvest - 2 Hits, May only be activated at half Health or lower. An Opponent in Melee becomes Harvested, Duration: Any Measure, and they may not take actions of any kind. On each Off-Beat, the Harvested receives an Impact 2 Void Hit. A Harvesting Tormentor may not make any actions and releases the Opponent if they become Suppressed, Frozen, or Staggered. Resonant Construction - Tormentors have Armor 20 against Non-Precision Hits. At half Health, Tormentors gain Inevitable.	

Keystones

Imprint of Nezarec	120	-
These Tormentors are closer to their original shape and have retained a significant portion of the original being's sadism and cruelty. Larger, faster, and more brutal, these almost-individuals do more than progress the state of the Final Shape, they revel in the pain that flows in their wake.		
Nezzy-gimmick?	Armored 10 Boss (Tormentor) Reinforcements (Taken)	

Imprint of Rhulk	120	-
The First Subjugator's brutality reaches through the surface of these Dread shapes. Their aggressive, savage nature bolsters their already formidable wielding of Darkness and amplifying their abilities to enact the Final Shape.		
Rhulky-gimmick?	Boss (Harbinger/Omen) Armored 10 Reinforcements (Taken)	

Vehicles / Other

Geist	2	-
These horrific creatures bear similarities to the Hive Worm larva. Normally contained within Husks, if the Husk is destroyed without significant damage to the Geist inside it, it bursts forth and seeks out a near-by target to annihilate itself on.		
-	Flight Inevitable Intentionally Explosive (Solar)	

Torn Void	6	-
This potent singularity has torn open and hurls crescents of Void at any opponents near it.		
Abyssal Cleave	Armored 5 Flight Immobile Unstable Void Eruption - On each Off-Beat, each Opponent at Range: Medium is targeted with Abyssal Cleave Each time the Tear receives damage, its Abyssal Cleave Handling	

	is reduced by 1.

Weapons

Standard Weapons	Impact	Element	Range	Traits
Resonant Allision	2	Solar	Short	Burst Fire
Hand-held burst-fire emitter of semi-explosive resonance carried by the Dread's foot soldiers.				
Transitory Lance	1	Solar	Medium	Burst Fire Payload 2
Hand-held rapid fire emitter of semi-explosive resonance carried by the Grim.				
Husk Blades	3	Solar	Melee	
Similar to tonfa with large triangular blades attached to them, edged with vibration resonance.				
Crystalline Quatrain / Severed Ties	3	Stasis / Strand	Medium	Severed (Strand) Slowed (Stasis)
These bundles of Stasis or Strand projectiles are emitted from the long, bladed polearm wielded by Subjugators.				
Slam	3	Kinetic	Melee	Full Blast Knockback 1
A heavy melee attack that sends a shockwave through anyone nearby.				
Special Weapons	**Impact**	**Element**	**Range**	**Traits**
Abyssal Cleave	4	Void	Medium	Blast 1 Burst Fire
A wide arc of Void energy that cuts through the air and tracks its victim.				
Screech	2	Kinetic	Short	Blast 1 Suppressed
The deafening and disorienting scream of a Grim.				
Null Paroxsym	4	Void	Short	Delayed: Beat Full Blast
Hurling themselves into the air, there is a brief pause for terror before slamming back into the ground and unleashing a debilitating shockwave. The Tormentor immediately becomes Airborne. The Tormentor may make a Free Move before				

becoming Grounded. After its move, make a Slam with Void and Suppressed.				
Grenade / Vehicle / Other	**Impact**	**Element**	**Range**	**Traits**
Duskfield Wave	1	Stasis	Short	Duration: Any Measure Token Slowed
A wave of Stasis energy projected by an Attendant or Omen. When the wave collapses, it coalesces into a field of chilling Stasis. On each Off-Beat, each Opponent in the Duskfield's Zone gains Slowed.				
Transverse Reed	1	Strand	Short	Knockback 1
Threads of Strand spun by a Weaver or Harbinger that rip their opponent from one location to another. The Knockback direction caused by Transverse Reed is of the actor's choice.				
Vicious Dissonance	2	Solar	Medium	Duration: Any Measure
A wave of resonance that explodes in repeated emissions before dissipating. On each Off-Beat, each Opponent in the Zone receives an Impact 2 Solar Hit.				
Gordian Entanglement	3	Strand	Medium	Airborne Suspended
The Harbinger launches a pulse of Strand towards an adversary to ensnare them and suspend them where their minions can finish them off.				
Shatterstorm	-	Stasis	Short	Delayed: Any Measure Duration: Any Measure
The Omen covers the battlefield with a multitude of Stasis Crystals and then begins to detonate them when their opponents have been caught in their freezing grip. When Shatterstorm is activated, on each Off-Beat, generate 2 Stasis Crystals in the Omen's Zone, or a Zone adjacent to a Zone with Stasis Crystals created by Shatterstorm. These Stasis Crystals only Slow an Opponent in Melee when created. When Shatterstorm's Delay triggers, Shatter each Stasis Crystal created by Shatterstorm.				

Fallen

Zasis kept his calm pace through the main deck of Summitship, Ketch of the House of Peaks, scraping low whenever he passed by a crew Captain and shoving through packs of Dregs when they got underfoot. Someone must have scored a big haul because the level of commotion across the docking concourse was higher than normal. Maybe that was good timing? Maybe he could use that to save his arms from being docked. Once he was turned down into a less used corridor he broke into a full six-limbed sprint towards his secret bolt-hole. He muttered a desperate prayer to the Great Machine that he'd find Elvak there because as much as he hated to admit it, she was way better at getting out of trouble than he was.

He crawled through the unmarked hull panel and sealed it behind him. He wasn't supposed to have several cubic meters of space in the fuselage, or his collection of private gear, and especially not the canister. It contained six months of Ether if he went sparse on the rationing. He was shaking now as he flipped on the singular light in the space and startled as four eyes opened, glowing a soft blue in the dim shadows.

"What now, Zasis?" Elvak checked her chronometer and stretched, normally she didn't get interrupted this early before her shift unless something was wrong.

"We have a problem." He chittered, instinctively reaching out for a hand. She snatched all four away and pushed him back into the bulkhead.

"What do you mean we? I haven't done anything this cycle."

"Our crew's ration tank?" He wrung his hands together, "It's… empty. Well, not empty, but close to it. Captain's gonna find out tomorrow, or the day after at the most."

Elvak's eyes narrowed and looked to the Ether canister, "What did you do? You said the gauge and the siphon hook up were flawless. You guaranteed me that they were flawless." She emphasised the last two syllables with pointed jabs at his chest.

"They were! They are! Everything I put on the line is working perfectly. It's just that we weren't the only ones with the idea. There's another spoofing loopback on the diagnostic line and on top of that they were taking more than we were, a lot more."

Zasis pulled his diagnostic rig out of his cargo sling and shifted it to display a backdoor on the one known good pressure sensor in their crew's primary Ether tank. That container held the compound that decided whether or not they got to live or die on any given day and the sensor readout showed less than a 2% capacity.

"We could take our stash, I can trade this space for a pike. We could be out of here before the next shift rotation." He flinched as Elvak ripped the display out of his hand.

“Shut up for a minute.” She commanded as she started splicing commands into the rig. The other hack job wasn’t flawless. She moved in on the signature and clarified it from the surrounding noise, leaving the fingerprint clear as day to her. “I’ll give you this Zasis, at least you can cover your tracks.” She spent a couple more minutes interfaced with the rig, dipping into and out of the Ether storage interfaces like seamstress and a wraith. Eventually she handed back the rig with a crew dossier highlighted on it.

His eyes went wide when he saw the profile. Their own crew Captain had been stealing Ether too. Zasis went silent for a minute. The whole crew would be strung up for this. Getting docked would be the best case outcome. The Kell would more than likely kill them all personally for this betrayal. A pike wouldn’t be enough, maybe they could hijack a skiff. A small mutiny, maybe. There were a couple others he knew were on the edge just like they were. There were moons in this system they could run to. Maybe work their way into another House? His mind spiralled until Elvak snapped her fingers and broke him out of it.

“You want a promotion?” she asked, with a chitter-grin.

“A what? Elvak, we’re all going to die when this gets out.”

“Not if you’re smart, idiot. Remember when the Shalebones screwed us out of that reactor last cycle? You go talk to your dumb Captain, alone. You tell him his incompetence is about to get you all shucked and that you’re going to bail him out. He’s going to go report to the Baron that Shalebones are thieves and kin-killers. Then you tell him you’re getting promoted to Sub-Captain for bringing him the evidence of the real culprits.”

“But the loopbacks and the syphons…” Zasis started.

“Now all have the hallmarks of Werak. That paskiks of a splicer should’ve thought harder about which crew to mess with when we were digging through the Salt Lake”. She rubbed the long scar line along her forearm before looking expectantly at Zasis.

“Why aren’t you already a Captain? Or a Baron? You play the game better than they do.” He knew he wasn’t the smartest and he could fake sincerity better than anyone else on the crew. Right now though, he chose to tell the truth. “If you asked, I’d join your crew.” Zasis said quietly.

Elvak looked at her chronometer again, leaned back, and closed her eyes. She still had time before her next shift. “Because then I wouldn’t have time to play. And besides, the higher you go, the more of a target you are. More Ether, more problems.”

Zasis took a longing last look at her before he left the hideout and started towards his Captain’s quarters. He almost looked confident. Elvak would’ve felt sorry for him if she wasn’t gambling with their lives right now. She’d check tomorrow to see if Zasis succeeded. Tonight she’d have to audit every one of her contingencies.

Overview

Once known in their native language as the Eliksni, these four-armed raiders and scavengers are most commonly found in brutal collectives of crews and Houses. Having fled their homeworld and its naturally occurring production of Ether, the Fallen have had to find other ways to manifest the substance that allows for their continued existence. This caste-driven way of life is ruled by extreme pragmatism and, in the upper ranks, systemic cruelty. This focus on survival has trained the Fallen to be expert scrapworkers, engineers, and inventors.

Minions

Shank	3	-
These prolific aerial drones are a self-propelled chassis and sensor suite that can house a variety of armaments. The Fallen are able to produce a vast quantity of them and use them commonly for battlefield harassment.		
Shock Rifle Wire Rifle (Uncommon)	Hardened Swarming 2 Flight	

Exploder Shank	6	-
Desperate tools typically built from damaged or incomplete Shank chassis overloaded with highly volatile explosive materials and rigged with a self-destructive AI. When coordinated, their payloads can be deployed with terrible effectiveness.		
-	Intentionally Explosive (Solar) Swarming 2	

Heavy Shank	16	Solar 8 (Elite Only)
This evolution of the Shank includes an on-board shield generator and a pair of projectile turrets mounted on a heavier, reinforced frame. Heavy Shanks are brute force, frontline assault drones that are significantly more of a threat than their smaller cousins.		
Turret (Void) x2	Flight	

Servitor	16	Void 8 (Elite Only)
Rumored to have been built in the style of the Traveller, these support machines have sophisticated layers of technology and AI that provide their life sustaining Ether alongside battlefield support. The spherical, hovering chassis contains a distinctive “eye” that is a powerful Void projector.		
Servitor Eye	Invulnerability Generator Teleportation (Elite Only)	

	Flight

Dreg	4	-
The lowest caste of the Fallen are emaciated, desperate troops who have had their lower two arms docked. These warriors are Ether-starved and significantly smaller than their brethren. Usually these fighters are the first into the fray and the last to reap the rewards.		
Shock Pistol Shock Blade	Swarming 2	

Wretch	6	-
A step up from Dregs, these spear wielding raiders have survived a few raids and gained both a lust for combat and a fearlessness beyond a Dreg's desperation.		
Arc Spear	Swarming 3	

Vandal	6	-
The Fallen that have proven themselves clever and resilient enough to provide for the crew are promoted and allowed enough Ether to regrow their lower limbs. The gear that they bring to fights are of consistently better quality and are more specialized.		
Shock Rifle Wire Rifle	-	

Marauder	6	-
Where Vandals are kitted out for longer range skirmishes, the Marauders take pride in being close range skirmishers. To offset their lack of heavy armor, they employ personal cloaking fields and are well versed in close up ambushes.		
Shrapnel Launcher Shock Blades	Invisibility	

Captain	12	12 Arc
The top of the common Fallen hierarchy are efficient and brutal leaders that have proven themselves and earned their full share of Ether as well as command over their own crews. They are ruthless, cunning, and more than willing to sacrifice their underlings to keep their rank.		
Shrapnel Launcher Shock Blades	Potent Ether Teleportation (Elite Only)	

Wire Rifle (Uncommon)	

Keystones

Kell	120	-
The leaders of the Houses are exceptionally large and powerful Fallen who command the flow of Ether and the loyalty of the crews and resources under their house banner. Kells are ancient by human time spans and have honed their skills over countless skirmishes and battles in and out of the Sol system.		
Shrapnel Launcher Shock Blades	Boss (Captain) Armored 10 Teleportation	

Prime Servitor	120	-
A semi-sentient pillar of a Fallen House responsible for coordinating other Servitors in the house as well as holding the required encryption routines to allow the production of Ether. Worshiped as close to gods as could be, the Prime contains the very survival of the Fallen within itself. Those willing to sacrifice themselves for the Prime's survival are legion.		
Servitor Eye Gravity Well Hostile Translocation	Armored 10 Boss (Servitor) Teleportation	

Vehicles / Other

Walker	Core - 90, Leg - 30	-
This massive autonomous weapon's platform consists of a heavily armored main body supported by 6 legs and is suitable for all terrain siege actions. Typically configured with a large-bore main cannon, short range anti-personnel turrets, and supplementary defense systems such as on-board drone containment and short range missile clusters. On the battlefield, these units are typically supported by a mix of infantry and support units.		
Heavy Solar Cannon Arc Grenade Burst Turret (Arc) x2	Armored 10 (Leg) Impenetrable Weak Point: Leg - Defeating a Leg activates Weak Point: Core. If all Legs are Defeated, the Walker is destroyed. Weak Point: Core - This weak point is disabled upon losing 30 Health or at the end of the second Measures that it is active. The Walker may not make any actions while this weak point is active.	

Brig	Shell - 80, Core - 40	-
A bi-pedal war machine developed from scavenged Golden Age human technology more suited for urban combat and tighter engagement areas. Built in part from Golden Age humanity's technology, these armored walkers support a dense configuration of weapons with few exposed weak points.Thrusters built into the main chassis allow it a surprising amount of mobility given its bulk.		
Air Strike Missiles Annihilation Blaster Arc Turret Solar Grenade Burst Void Cannon	Hardened Limited Flight - May not be activated unless the Core is exposed. This target may gain Airborne indefinitely but also gains Immovable while it has Airborne. It may become Grounded at any time during its Action. Shell - When the shell takes 80 damage, the Core is exposed and may be targeted. Weak Point: Core - While the Core is exposed, Annihilation Blaster has Delayed: Any Beat.	

Pike	16	(Fallen Pilot) 6
This single person hoverbike is a favorite of the lower caste of the Eliksni due to its speed and improved survivability that it brings with it. Roving "Piker Gangs" are a plague on unprotected convoys and settlements.		
Arc Turret	**Swarming 2** **Open Cockpit** - Precision Hits may target the pilot at Reduced Hit Quality. **You Just Never Stop** - Shambling. On each Off-Beat, this Opponent may make a Free Move.	

Heavy Pike	24	(Fallen Pilot) 6
The standard Pike is well suited for light hit and run tactics but withers quickly under sustained fire. This heavier variant includes heavy cannons and a grenade launcher to help punch through thicker enemy resistance.		
Arc Turret Arc Grenade Burst	**Arc Splitter -** Arc Turret has Blast 1. **Armored 2** **Reinforced Cockpit** - Precision Hits may target the pilot at Reduced Hit Quality. **You Just Never Stop** - Shambling. On each Off-Beat, this Opponent may make a Free Move.	

Skiff	-	-

	Arc Cannon - 16	
<SKIFF DESCRIPTION>		
Arc Cannon	Flight Impenetrable Weak Point: Arc Cannon - Each cannon is disabled at 0 Health.	

Weapons

Standard Weapons	**Impact**	**Element**	**Range**	**Traits**
(Element) Turret	2	Varies	Medium	Arc / Void
Rapid fire vehicle weapons configured with electrical or graviton sources.				
Servitor Eye	4	Void	Long	Blast 1
Graviton-based bursts that can devastate groups of infantry.				
Shock Blades / Spear	2	Arc	Melee	
Blades enhanced with Arc batteries designed for raiding and boarding. Seen on the battlefield in either a single-handed sword profile, or attached to a two handed spear.				
Shock Pistol	1	Arc	Short	Payload 2
Cheap, plentiful, crude emitters of Arc pulses.				
Shock Rifle	1	Arc	Medium	Payload 2
Standard issue rifle that has enhanced range over a pistol.				
Shrapnel Launcher	3	Solar	Short	Burst Fire
Ejects super-heated metal fragments at high velocities.				
Wire Rifle	2	Arc	Long	Sharp
High velocity, Arc enhanced precision rifle.				
Special Weapons	**Impact**	**Element**	**Range**	**Traits**
Molten Welder	4	Solar	Long	Blast 1
Salvaging tool that can unleash a torrent of liquid metal at range.				

Scorch Cannon	6	Solar	Medium	Blast 2 Delayed: Beat
Light artillery that can overcharge its munitions before firing.				
Grenade / Vehicle / Other	**Impact**	**Element**	**Range**	**Traits**
(Element) Cannon	4	Varies	Long	Arc / Void Blast 1
Slow firing projectiles with substantial mass effective against armor.				
(Element) Grenade Burst	4	Varies	Melee	Arc / Solar Full Blast Knockback 1
Rapid response munitions to clear out nearby infantry.				
Air Strike Missiles	6	Solar	Long	Blunt Delayed: Any Measure Full Blast Payload 2
A laser guided volley of self-guided artillery.				
Annihilation Blaster	10	Solar	Long	Blunt Delayed: Any Measure Full Blast
Devastating siege weapon designed to counter emplacement weaponry.				
Heavy Solar Cannon	8	Solar	Long	Delayed: Any Measure Full Blast
Devastating siege weapon designed to counter emplacement weaponry.				
Shock Grenade	8	Arc	Medium	Delayed: Any Measure Full Blast
Improvised unstable Arc-based explosive thrown by hand.				
Tripwire Grenade	10	Solar	Short	Health 4 Motion Activated Blast 1
A surface mounted directional charge with a laser sensor.				
Web Grenade	-	-	Short	Delayed: Any Measure Duration: Any Measure Health 4 Motion Activated Shambling
Anti-infantry mine that deploys a web of disruptive Arc energy that interferes with movement and targeting.				

Hive

<Brief Description>

Minions

Thrall	2	-
The numberless, expendable lowest form of the Hive, these nearly mindless troops have a single driving instinct to seek out opponents on the battlefield and destroy them without hesitation.		
Claws	Swarming 3	

Cursed Thrall	6	-
Deemed to be of no other use than a living bomb, the Cursed Thrall's torturous existence is relatively short-lived as they do not return from the battlefields that they're deployed to. Their carapace is infused with an unstable level of Hive magic which detonates upon proximity to their opponents.		
-	Intentionally Explosive (Arc) Shambling Swarming 3	

Acolyte	4	-
The main battle force of the Hive consists of those strong enough to worship the Sword Logic. Their drive to kill to feed their worm is tempered by visions of evolving to a higher station and so they show the capability for advanced tactics and weapon choice. They are more robust than their Thrall cousins, but not as well developed as their more powerful brethren.		
Boomer Shredder Soulfire Rifle Splinter (Uncommon) Soulfire Grenade	-	

Wizard	8	Solar 12
The Wizard morph has gained an understanding of Hive Magic and the manipulation of the forces of the universe and potentially beyond. The tithes that they receive fuel profane rituals and empower them to command significant numbers of the lower forms. Given enough time and power, they have the potential to be devastating and cunning opponents.		
Arc Blast Choking Darkness	Evasion Flight	

Knight	12	Arc 12 (Elite Only)
Knight morphs are deadly heavy infantry and unwavering devotees to the hunger of their worm. They grow heavy armored carapaces and wield advanced weaponry suited for sieging actions as well as violent frontal assaults. If their conquests are left unchecked, these brutal lieutenants amass significant power through their tithing underlings.		
Boomer Carapace Shield (w/ Cleaver) Cleaver Splinter	Wall of Darkness	

Ogre	24	-
These abominations are living war machines created by unknown Wizard rituals. Their existence is pain, rage, and exaltation combined and unending. The smallest specimens tower over other Hive on the battlefield and are effective as both a siege weapon and as an infantry countermeasure.		
Eye Beam Ground Slam	Shambling Vulnerability (Eye)	

Keystones

Lucent Wizard	24	Arc 24
In exceptional cases, the Light grants its power to members of the Hive. Wizards who receive this mantle find an increased affinity for Arc in addition to the expansion of their considerable control over Hive ritual magics.		
Arc Blasts Call Lightning Choking Darkness Pulse Grenade	Evasion Flight Healing Rift Lightborn Major (Wizard)	

Lucent Knight	48	-
In exceptional cases, the Light grants its power to members of the Hive. Knights who embrace this calling are empowered by their connection to the Void. Lucent Knights can withstand even more punishment than their Light-less counterparts.		
Boomer Ground Slam Shield Barrage Suppressor Grenade	Lightborn Major (Knight) Towering Barricade	

Lucent Acolyte	36	-
In exceptional cases, the Light grants its power to members of the Hive. Acolytes who blend the Light into their worship manifest an increased intensity of their Solar abilities and aggression.		
Solar Flurry Splinter Swarm Grenade	Evasion Lightborn Major (Acolyte) Wiry	

Reborn	120	-
“Reborn” are Ogres who have undergone further transmutation by Hive rituals, walking cataclysms that more often than not are sealed in with whatever relic or temple they were created to protect. Most are unpredictable engines of pure rage, rarely able to be used on the conventional battlefield due to their proclivity towards collateral damage. Those that hold onto their sentience and clarity are some of the most terrifying lifeforms in existence.		
Eye Beam Ground Slam	Armor 10 Boss (Ogre) Seeking (Eye Beam) Vulnerability (Eye)	

Ascendant Wizard	120	-
With enough tithes, a Hive Wizard may begin to transcend the mortal planes of existence and anchor themselves to the fundamental powers of the universe directly. These exceptionally powerful ritualists can bend reality to their desires and weaponize the offerings of thousands of devoted servants. The Ascendent may learn how to create an Oversoul and become resistant to death itself.		
Arc Blast Choking Darkness	Armor 10 Boss (Wizard) Evasion Flight	

Prince	120	-
Second only to the Hive Gods themselves are those who have claimed enough death in their own name that they have carved a Throne World from the Ascendant Plane for themselves. As beings of immense power, they command their own broods and may only be truly slain within the boundaries of their Throne World.		
Ascendant Blade Ground Slam	Armor 10 Boss (Knight)	

Vehicles / Other

Shrieker	24	-
An immovable, eternally vigilant sentinel created from an amalgamation of Hive chitin, metallic material, and magic. Their durable shells form an impenetrable shell that stays closed until they detect a hostile presence. Their central core is vulnerable when the shell opens but this also allows the Shrieker to unleash an unending torrent of deadly void energy.		
Eye Beam	Flight Immobile Seeking (Eyebeam) Unliving Shell - This Target has Impenetrable if there are no Opponents within Long Range. Attacks against this Target from Short Range have Reduced Hit Quality.	

Soulfire Trap	Soulfire Snare - 6	-
A ring of jagged bone crowned by a wreath of green soulfire used to control enemy movements or trap them in place and slowly drain them of energy.		
-	Ensnaring Impenetrable Weak Point: Soulfire Snare Self-Repairing - A Snare is reset to 6 Health on the second measure after it reaches 0 Health.	

Tombship	Void Cannon - 12	-
The Hive uses block-like transport vessels that have the capability to traverse between the material and Ascendant planes, ferrying troops along through conduits of Hive magic. Conventional weaponry and abilities are unable to pierce their reinforced exteriors and there are no visible means of propulsion.		
Void Cannon x2	Impenetrable Weak Point: Void Cannon	

Weapons

Standard Weapons	**Impact**	**Element**	**Range**	**Traits**
Arc Blasts	2	Arc	Medium	Blast 1 Payload 2
Rapidly launched bolts of Arc energy.				
Boomer	4	Arc	Long	Blast 2 Blunt

Explosive Arc projectiles lobbed over long distances.				
Claws	1	Arc	Melee	
Razor-honed lengths of chitin unleashed in a flurry of swipes.				
Cleaver	3	Kinetic	Melee	
Heavy rune-etched blade made of sharpened chitin.				
Eye Beam	1	Void	Long	Payload 3 Sustained
Continuous stream of Void energy that tracks towards foes.				
Ground Slam	3	Kinetic	Melee	Full Blast Knockback 1
Ferocious slam from massive chitinous fists or feet.				
Shredder	1	Void	Medium	Payload 2
Infantry rifle that can rapidly emit short bursts of disrupting energy.				
Soulfire Rifle	2	Void	Long	Sharp
Soul flame concentrated into a single anti-infantry bolt.				
Soulfire Projection	2	Varies	Medium	Duration: Any Measure Solar / Stasis Scorched / Slowed Token
Wild ejection of soulfire energy that can either burn or freeze.				
Splinter	2	Solar	Medium	Blast 1 Blunt Burst Fire
Heavy infantry cannon that emits wide volleys of flaming darts.				
Special Weapons	**Impact**	**Element**	**Range**	**Traits**
Ascendant Blade	6	Void	Melee	Blast 1
Empowered Cleaver with increased mass and reach.				
Call Lightning	6	Arc	Medium / Long	Blunt Delayed: Measure Full Blast Payload 2
Summoned columns of Arc energy that blanket the battlefield.				
Empowering Rift	-	Solar	Melee	Summon (Empowering Rift)
An eruption of amplifying Light meant only for the Hive.				
Shield Barrage	3	Void	Medium	Blunt

Hurled spiked shields crafted from solid Void energy.				Payload 2
Solar Flurry	2	Solar	Medium	Blast 1 Burst Fire Payload 2
A fan of flaming knives sent hurtling across the battlefield.				
Towering Barricade	-	Void	Melee	Token
A thin sheet of Void energy that amplifies attacks passing through it.				
Grenade / Vehicle / Other	**Impact**	**Element**	**Range**	**Traits**
Choking Cloud	1	Kinetic	Short	Duration: Any Measure Reduced Hit Quality Shambling Full Blast
Conjured miasma that limits movement and harms foes.				
Pulse Grenade	2	Arc	Medium	Duration: Any Measure Full Blast
Volatile Arc energy sent out in rapid, repeated waves.				
Soulfire Grenade	1	Solar	Medium	Duration: Any Measure Scorch 1 Full Blast
A pool of soul fire that spreads across the ground.				
Suppressor Grenade	4	Void	Medium	Blast 1 Delayed: Beat Suppressed
A high intensity burst of Void energy that disrupts the usage of Abilities.				
Swarm Grenade	2	Solar	Medium	Blast 1 Duration: Any Measure Wide Spread
Cluster munition formed from jagged Solar energy.				
Tomb Cannon	4	Void	Long	Blast 1
Heavy, mounted emitter of artillery class Void projectiles.				

Scorn

<Brief Description>

Minions

Screeb	4	-
The Scorn's immortality through their usage of Dark Ether is not without its drawbacks. Being resurrected too often and too frequently leave those unfortunates in a state of near bestial mindlessness. Their existence becomes an agonizing cycle of death, self-destruction, and horrifying rebirth.		
-	Intentionally Explosive (Arc) Swarming 2	

Stalker	4	-
Being reborn into the ranks of the Scorn does little to change a Dreg's position in the hierarchy of their existence. Stalkers continue to bear the burden of being the first troops into a fight and the first to fall to enemy fire. This time around though, their Dark Ether brings them back to do it over and over again.		
Mace Repeater Pistol Scorn Grenade	Swarming 2	

Lurker	4	-
Those that show an aptitude for taking enough weapon's fire, whether surviving the experience or not, is an advancement opportunity. Lurkers have this distinguished themselves and have been given a shield to allow them to be even more effective when interposing themselves between more important targets.		
Burst Pistol Scorn Melee	Scorn Shield	

Ravager	6	-
Especially ferocious Stalkers earn the privilege and tools to make themselves even more dangerous front line combatants. They don protective armor along their upper torso and head and wield Solar or Stasis imbued censers, dramatically increasing their threat and effectiveness. The bulky censers are not built to withstand direct weapons fire and have a tendency to detonate when pierced.		
Solar Censer / Scorching Slam Stasis Censer / Freezing Slam	Hardened Lingering Censer Swarming 2	

	Weak Point - Censer: Attacks targeting the Censer are -2 Precision Hit Spread. Precision Hits against the Censer are +4 Impact, Blast 2.

Wraith	12	-
Fueled by a rage that death can't dampen, Vandals and Marauders abandon their traditional tactics and become instruments of raw fury. Their absorption of Dark Ether has given these Wraith an increased body mass and dramatically improved natural resilience. Combined with twin battle torches and an aggressive, relentless fighting style, these elite warriors are a significant threat on the battlefield.		
Battle Torch Scorching Slam	Armored 2	

Raider	6	-
A strong enough will allows those who imbue themselves with Dark Ether to maintain a sense of self and mindfulness. Raiders are the weakest form of this transmutation but should be considered anything but weak. Their tactics are bolstered by their new perspective on life, impressive arsenal, and capabilities granted by their Dark Ether reserves.		
Scorn Rifle Scorn Crossbow Mine Launcher Scorn Melee	Smoke Dash	

Abomination	24	-
Sometimes, when Stalkers are resurrected too frequently, the body and mind breaks down. In the case of these monstrous unliving weapons, the body was able to contain the Dark Ether and mutate with it to become a hulking headless juggernaut. Driven by an unknown will, Abominations are relentless attackers with their endless volleys of Arc charged Ether.		
Ether Bolts Arc Slam	Armored 2 Shambling	

Arc/Solar/Void Chieftain **▽ Stasis/Strand Chieftain**	16	Arc/Solar/Void 8 ▽ Stasis/Strand 8
Captains who have crossed beyond the living are just as brutal and crafty as they were before they died. In addition to being generally bolstered by the absorption of Dark Ether, they've gained control of elemental forces that can be summoned in the form of twisted battlefield totems. In addition to their paracausal abilities, they have access to an impressive number of traditional weaponry that is no less concerning.		

Scorn Blaster Scorn Crossbow Scorn Mine Launcher Scorn Rifle Scorn Cannon Arc/Solar/Void Slam	Evasion Summon Arc/Solar/Void Ether Totem ▽Summon Stasis/Strand Ether Totem

Keystones

Forged Abomination	120	-
Particular Abominations are blessed with the capacity to hold Dark Ether in vast quantities exceeding the thresholds of any other Scorn. These “talented” husks are further twisted and experimented upon for purpose built roles or as unique deployments for specific engagements.		
Ether Bolts Arc Slam	Armored 10 Boss (Abomination)	

Ravager/Raider/Wraith Baron	80	-
Barons are high ranking members of the Scorn who command vast numbers of underlings. Each baron’s crew is highly influenced by their personality and specializations. A Baron whose fixation is siege weaponry finds themselves surrounded by machinists and fortification builders while a skiff focused Baron may have a small fleet of undead pirates under their command.		
See base profile for weapons	Armored 10 Boss(Ravager/Raider/Wraith)	

Baron Chief	120	-
The peak of the Scorn’s command structure is the most ruthless and motivated individual that has climbed the ranks through cunning and brutality. They are able to horde large quantities of Dark Ether without losing themselves and exhibit paracausal abilities on the level of Lightborn. Highly territorial, they strike down any perceived threat to their power and in the case of other Scorn, add the dominated reborn Scorn to their own ranks.		
Scorn Blaster Scorn Crossbow Scorn Mine Launcher Scorn Rifle Scorn Cannon Arc/Solar/Void Slam ▽Stasis/Strand Slam	Armored 10 Boss (Chieftain)	

Scorn Walker	Leg (6) - 30 Core - 90	-
The Scorn have embraced brutality in their weapon designs and though most of the Eliksni robotics are considered to be inferior and no longer necessary, the devastating potential of the Walker has been retained for large scale engagements and situations where truly overwhelming firepower is required. The AI that powers these machines has been twisted by Scorn engineering resulting in less accuracy and fire control. These shortcomings are handled by trading the targeted cannon and guided weaponry for a weapons package that is dominated by area of effect and collateral damage.		
Solar Missile Array Flame Turret Mine Launcher x2	Impenetrable Weak Point: Leg - When a leg is Defeated, the Engine Core becomes exposed. Destroying all Legs destroys the Walker. Weak Point: Engine Core - Upon taking 30 damage, the Core retracts and is protected. The core automatically retracts if exposed for 2 measures. While exposed, legs are Impenetrable. Catastrophe Field - While the Engine Core is exposed, the Core may not be targeted by attacks from outside its Zone.	

Scorn Pike	16	(Scorn Pilot) 6
Whatever the transformation has twisted within the Eliksni, some Scorn retain their love of Pikes. These personal vehicles have received overhauls that allow them to burn Dark Ether as well as use it as a potent weapon during a confrontation. These vehicles are almost exclusively piloted by Stalkers or Lurkers.		
Void Turret	**Faster Burner** - 1 Hit, Place an Afterburn Token, Duration: Any Measure, in the Scorn Pike's Zone. On each Off-Beat, Opponents in a Zone with an Afterburn token receive an Impact 2 Solar Hit. **Open Cockpit** - Precision Hits may target the pilot at Reduced Hit Quality **You Just Never Stop** - Shambling. On each Off-Beat, this Opponent may make a Free Move.	

Scorn Heavy Pike	24	(Scorn Pilot) 6
Whatever the Eliksni can do, the Scorn can do spikier and angrier. This heavy build includes increased armor plating and a rocket delivery system to really drive the point home.		

Void Turret Artillery Volley	**Armored 4** **Reinforced Cockpit** - Precision Hits may target the pilot at Reduced Hit Quality. **You Just Never Stop** - Shambling. On each Off-Beat, this Opponent may make a Free Move.

Ether Totem	8	-
Ether totems deployed by Scorn Chieftains generate effects based on which type of energies were used in their creation. Most Chieftains can only manifest the behaviors of a single Element but there are exceptionally gifted Chieftains able to manifest totems of any Element.		
Hardened Ether-Bind (Arc) - Any Opponent sharing a Zone with an Ether-Bind has Shambling and is moved into Melee Range with the totem during their Off-Beat. Ether-Torch (Solar) - Any Opponent in Melee Range with an Ether-Torch receives an Impact 2 Solar, Scorching 1 Hit when it is created and on each Off-Beat. Ether-Shield (Void) - Any Ally sharing a Zone with an Ether-Shield gains Impenetrable (bypass Super Ability). ▽Ether-Cryo (Stasis) - Any Opponent sharing a Zone with an Ether-Cryo gains Slowed on their Off-Beat. ▽Ether-Spindle (Strand) - On each Off-Beat, if there are no Corrupted Hatchlings sharing the Zone with the Ether-Spindle, summon a Corrupted Hatchling at the Ether-Spindle's location.		

Weapons

Standard Weapons	**Impact**	**Element**	**Range**	**Traits**
Battle Torch	2	Solar	Melee	Payload 2 Scorch 1
Wicked iron wrapped around a burning Solar core.				
Blade Rifle	2	Void	Medium	Burst Fire Payload 2
Mechanism that launches energized, ricocheting bladed disks.				
Blaster	2	Solar	Medium	Payload 2
Heavy infantry shotgun that launches flaming shrapnel.				
Blast Pistol	2	Void	Short	Blunt
Single handed shotgun that launches flaming slugs.				

Censer	3	Varies	Short	Solar / Stasis Scorch 2 / Frozen
A spiked container filled with unstable energy on a chain.				
Mace	2	Kinetic	Melee	
Crudely welded together metal chunks for striking.				
Mine Launcher	4	Arc	Medium	Blast 1 Blunt
High rate of fire grenade launcher with Arc ammunition.				
Repeater Pistol	1	Void	Short	
Barely functional side arm overloaded with Void energy.				
Scorn Cannon	6	Solar	Long	Blast 2 Blunt Burst Fire
Handheld artillery using flaming Dark Ether to create a storm of flechettes.				
Crossbow	2	Void	Long	Sharp
Archaic designed rifle that launches Void darts at high velocity.				
Special Weapons	**Impact**	**Element**	**Range**	**Traits**
Arc Slam	6	Arc	Melee	Blast 1 Blunt Knockback 1
Arc empowered double fisted overhand strike.				
Ether Bolts	2	Arc	Long	Blunt Payload 2 Sustained
Torrent of directed Arc energy hurled at combatants.				
Grenade / Vehicle / Other	**Impact**	**Element**	**Range**	**Traits**
Artillery Volley	4	Solar	Long	Delayed: Any Measure Full Blast Payload 3
A spray of self-propelled munitions with explosive payloads.				
Flame Turret	2	Solar	Short	Blunt Full Blast Scorch 1
Front mounted turret that belches wretched Dark Ether infused flame.				
Scorn Grenade	2	Void	Medium	Blast 1 Delayed: Measure Duration: Any Measure Token
Volatile plume of Void fire that burns anything close to it.				
Void Turret	1	Void	Medium	Payload 4

Forward mounted rapid-fire turret built for strafing and harassment.	

Taken

The Taken are almost literal shadows of the individuals that they used to be before their will was overwritten by something greater. Each profile under the Taken banner was once something else and has since been twisted with a new purpose and warped in subtle ways to suit their new master. The unit entries here reference the base stat lines of existing weaponry but their Taken nature means the elemental attunement of their weapons have shifted. Use the same weapon profiles of the base species with the modified elemental value.

Taken Cabal

Taken Psion	3	-
Psychic Melee Slug Rifle (Arc)	Summon (Taken Psion) - This Ability may be utilized once per Off-Beat / Measure regardless of the number of existing Taken Psions. Swarming 2	

Shadowbeast (Taken War Beast)	4	-
Tooth and Claw	Swarming 3	

Taken Phalanx	6	-
Slug Rifle (Arc) Vortex Shield		

Taken Incendior	12	-
Magma Launcher Solar Slam Umbral Blast	Vulnerability (Magma Launcher) Intentionally Explosive (Solar) - Precision Final Blow only.	

Taken Centurion	12	Arc 12

Projection Rifle (Void)	Summon (Axion Dart) Teleportation

Taken Colossus	24	-
Ground Slam Powered Slug Thrower Missile Barrage	Death Fury	

Taken Fallen

Taken Vandal	6	-
Shrapnel Launcher (Arc) Wire Rifle (Solar)	Shadow Ward	

Taken Captain	12	Solar 12
Shock Blades Shrapnel Launcher (Arc)	Teleportation Darkness Bolt	

Chimera (Taken Servitor)	36	-
Servitor Eye Gravity Well	Summon (Blight Lock) - Elite Only. Spend 2 Hits to create two Blight Locks in this Target's Zone and/or a neighboring Zone. Flight Summon (Axion Dart) - This ability may be used if there are less than 3 Axion Darts on the field.	

Taken Hive

Taken Thrall	2	-
Claws (Solar)	Swarming 2	

	Teleportation

Taken Acolyte	4	-
Boomer (Stasis) - Rare Shredder (Arc)	Summon (Acolyte's Eye)	

Taken Wizard	8	Void 12
Necromantic Gaze	Evasion Flight Summon (Shadow Thrall x3) - As Taken Thrall but 1 Health and Swarming 3.	

Taken Knight	12	Solar 12 (Elite Only)
Boomer (Stasis/Void) Shredder (Arc) - Uncommon Cleaver - Rare	Breath (Solar/Stasis) Teleportation	

Taken Ogre	36	-
Rotten Surge Ground Slam (Arc)	Death Fury Shambling	

Taken Vex

Taken Goblin	4	-
Slap Rifle (Void) Torch Hammer (Solar) - Rare	Impenetrable Projection	

Taken Hobgoblin	6	-

Line Rifle (Void) Slap Rifle (Void) - Uncommon	Retaliation Swarm

Taken Minotaur	16	-
Torch Hammer (Solar) Ground Slam Slap Rifle (Void) - Rare	Invisibility - This Target regains Invisibility on the second Off-Beat that it hasn't received damage. Teleportation	

Taken Hydra	24	-
Aeon Maul Ground Slam	Causality Shield Flight Shambling Teleportation	

Keystones

Taken Techeun	120	-
Void Eruption Ontological Weapon	Armored 10 Boss Flight Teleportation	

Vehicles / Other

Acolyte's Eye	6	-
A segmented manifestation of the Acolyte's will that seeks out targets and opens fire with an unrelenting beam of Arc energy.		
Eye Beam (Arc)	Immobile Intentionally Explosive (Arc)	

Axion Dart	4	-
A manifest wisp of volatile Void energy that seeks to annihilate itself upon a target.		

-	Inevitable Intentionally Explosive (Void) Shambling

Blight Dome	24	-
Blights are solid masses of the Taken dimension that have leaked into the physical world. Their presence distorts the space around them and causes severe localized corruption in their general area. The ground near them becomes a toxic carpet and oftentimes a distortion field forms around them that deflects all incoming projectile fire.		
Blight Pool	Hardened Immobile Shadow Ward	

Blight Lock	8	-
These erupting singularities of Blight brought into existence by Chimeras project a distortion of the Taken dimension onto the Chimera to protect it from all incoming damage.		
-	Flight Immobile Impenetrable Project - Automatically activates on the Chimera that summoned them when they’re created. They can not be disrupted except for being destroyed.	

Blight Ward	-	-
These wards are small tears in reality that have filled with the Taken dimension and react to any non-Taken that pass into close proximity with them where they’ll detonate in an explosive discharge of energy.		
-	Immobile Impenetrable Intentionally Explosive (Kinetic) Motion Activated	

Weapons

Standard Weapons	**Impact**	**Element**	**Range**	**Traits**
Common Weapons				
Ground Slam	3	Kinetic	Melee	Full Blast Knockback 1
A heavy ground attack to crush and clear away close				

enemies.				
Taken Cabal Weapons				
Compression Blast	2	Void	Short	Knockback 1
Fierce, concussive emission from an Incendior's venting system.				
Ground Slam	3	Kinetic	Melee	Full Blast Knockback 1
Powered armor slam that clears the area around the larger Cabal.				
Magma Launcher	2	Solar	Medium	Duration: Any Measure Scorch 1
Unleashes napalm that covers the battlefield in raging flame.				
Missile Barrage	4	Arc	Long	Blunt Delayed: Any Measure Full Blast Payload 3
Volley of light, anti-infantry munitions designed to scatter dug-in foes.				
Projection Rifle	2	Solar	Medium	Blast 1
Short barrelled launcher of explosive grenade rounds.				
Slug Rifle	1	Arc	Medium	
Standard issue Legionnaire battle rifle.				
Tooth and Claw	1	Kinetic	Melee	
Natural, savage weaponry bred for speed and violence.				
Taken Fallen Weapons				
Servitor Eye	4	Void	Long	Blast 1
Graviton-based bursts that can devastate groups of infantry.				
Shock Blades	2	Arc	Melee	
Blades enhanced with Arc batteries designed for boarding actions.				
Shrapnel Launcher	3	Arc	Medium	Burst Fire
Ejects super-heated metal fragments at high velocities.				
Wire Rifle	2	Solar	Long	Sharp

High velocity, Arc enhanced precision rifle.				
Taken Hive Weapons				
Boomer	4	Varies	Long	Stasis / Void Blast 2 Blunt
Explosive Arc projectiles lobbed over long distances.				
Claws	1	Solar	Melee	
Razor-honed lengths of chitin unleashed in a flurry of swipes.				
Cleaver	3	Kinetic	Melee	
Heavy rune-etched blade made of sharpened chitin.				
Shredder	1	Arc	Medium	Payload 2
Infantry rifle that can rapidly emit short bursts of disrupting energy.				
Taken Vex Weapons				
Aeon Maul	2	Void	Long	Blast 2 Sustained
Mobile siege cannons using a barrage of Void energy.				
Line Rifle	2	Void	Long	Sharp
Accurate, high velocity spike of Solar energy.				
Slap Rifle	1	Void	Medium	Payload 2
Rapid fire infantry rifle.				
Torch Hammer	4	Solar	Long	Blast 1 Blunt
Portable artillery using concentrated Void shells.				
Special Weapons	**Impact**	**Element**	**Range**	**Traits**
Darkness Bolt	4	Arc	Long	Blast 1 Blind Blunt
Projected meter wide sphere of concentrated darkness.				
Necromantic Gaze	1	Solar	Medium	Payload 3 Sustained
Warped solar flechettes that vary their rate of approach unpredictably.				
Retaliation Swarm	2	Void	Long	Blunt Fast

Trio of seeker projectiles that launch towards aggressors.				
Rotten Surge	2	Arc	Medium	Blunt Knockback 1 Sustained Payload 2
Crushing beam of Arc energy that hurls targets struck by it.				
Vortex Shield	4	Arc	Short	Blast 1 Knockback 1
Swirling window of Taken energy embedded in a block of metal.				
Grenade / Vehicle / Other	**Impact**	**Element**	**Range**	**Traits**
Blight Pool	1	Kinetic	Melee	Duration: Any Measure
A tear into this reality that bleeds with concentrated Taken energy.				

Vex

<Brief Description>

Minions

Fanatic	6	-
Fully functioning Vex constructs have a proper position within their inscrutable plan. The frames that have received near critical damage and no longer serve their original purpose have their roles relegated to the elimination of hostile forces, often through self-destructive means.		
Slap Rifle	Beheaded Intentionally Explosive (Arc) Shambling Swarming 2 On Defeat - Summon (Radiolarian Pool)	

Goblin	6	-
The smallest frame of Vex constructs, the Goblin fulfills a generic, multi-purpose role that primarily includes construction and maintenance of Vex infrastructure. These units are considered innumerably expendable and are deployed relentlessly for so long as a task is deemed achievable.		
Line Rifle (Rare) Slap Rifle Torch Hammer (Uncommon)	Beheadable Swarming 2	

Hobgoblin	6	-
A close cousin to the Goblin frame, but sporting a number of changes that allow for more precise behaviors and resilience augmentations, the Hobgoblin is utilized in more specialized roles. This frame is most commonly fitted for long range engagements and includes a defensive capability to make itself nearly impervious to incoming fire while completing spontaneous self repair.		
Beam Array Line Rifle Torch Hammer (Rare)	Beheadable Panic Shield Slap Grenade	

Harpy	6	-
Most of the Vex frames are terrestrially bound, having been designed with a bipedal frame for unknown reasons. The Harpy is a direct opposite to this design pattern with a highly mobile, flight-capable chassis well suited for advanced recon and creative deployment in areas where there may not be terrain suitable for grounded traversal. It is common for Harpies to be found		

in large numbers as their adaptive mobility allows for a wide range of engagement angles and positions.	
Beam Array Slap Rifle	Evasion Flight

Minotaur	12	Void 12
Considered to be a “medium” sized frame, the Minotaur is both heavy hitting and resilient. Its origin appears to be linked to fabrication and construction of more complicated infrastructure in more hostile environments. In combat, they provide a mix of artillery style covering fire as well as rapid close combat response. Reinforced with both shielding, plating, and a more aggressive interaction routine, the Minotaur frame is considerably more dangerous than most Vex types.		
Beam Array Ground Slam Torch Hammer	Beheadable - Beheading a Minotaur disables its Void Shield. Teleportation	

Hydra	24	-
The Vex are a collective micro-organism that spans many individual shells and relies on a node-based organizational structure in order to function. These command nodes are often sizable, flight-capable, heavily armored, and armed with deadly, high-powered Void weaponry. In addition to their naturally capable frames the Hydra are also significantly more aggressive and are protected by a free-floating impenetrable shield.		
Aeon Maul Ground Slam	Causality Shield Flight Intentionally Explosive (Solar) Shambling Teleportation - This Free Move may be to any Zone in Long Range.	

Wyvern	24	-
While most other Vex frames are built to be used as multi-purpose solutions to a wide variety of issues, the Wyvern is a design suited for heavy assault and siege breaking. Their large form stands taller than a Minotaur and its fan-like tendrils provide an impenetrable screen against weapons fire for the Vex following close in behind it. A combination of Harpy systems allows it to briefly leave the ground and perform a rapid, targeted descent to break through hardened defenses.		
Ground Slam Pounce Warp Lance	Barrier Projector Modular Mind Core Shambling	

Keystones

Axis Mind <Frame>	120	-
Large numbers of Vex are coordinated by a specialized form of frame called an Axis Mind. These Vex are larger variants built to house increased processing power and communications hardware as well as to amplify the physical capacities of the standard instances. Axis Minds are deployed to manage large scale operations and delegate behaviors to various individual sub-minds within its node and often have specific and particular goals to achieve. This focus on grand objectives makes the Axis Mind far less forgiving of intrusions and disruptions and wastes no time forming a rapid and terminal response.		
Per Vex Frame Entry	Armored 10 Boss (Frame) - These versions of the Vex Frames are significantly larger and far more aggressive than their standard counterparts.	

Vehicles / Other

Cyclops	48	-
Utilized for hardened defensive positions, the Cyclops weapons platform frame is a hard hitting, immobile artillery frame that employs hardened shielding and a long range area denial weapon. Given the opportunity for significant downtime, these units tend to be wired into large processing nodes and significant amounts of incoming fire can overload the weapons system, causing it to begin rapidly firing without any locked targets.		
Void Mortar	Immobile Protective Canopy - Attacks against this Target have -2 Hit Spread Panic Barrage - Duration: Any Measure, This Target gains Panic Barrage when it is Staggered. On each Off-Beat while Panic Barrage is active, this Target makes a Free Fire Weapon (Void Mortar) Action. All selected targets are treated as being at Short Range.	

Radiolarian Pool	-	-
Normally in combat situations the organic components of the Vex are contained within the centralized Mind Cores within each of their frames. In certain situations, either accidental or desired, this radiolarian fluid coats the battlefield until it is either subsumed into the environment or disperses to a lower energy state. In its active form, the substance is lethally transformative and invasive, causing immediate harm with contact and the potential to transmute organic matter that contacts it into additional Vex infrastructure. A Lightborn's ghost is generally able to reverse or prevent issues from casual, infrequent contact with the substance.		
-	Duration: Any Measure - Radiolarian fluid is	

	highly volatile and dissipates rapidly if not within proper containment infrastructure. Immobile Impenetrable Transformatively Caustic - Lightborn in Melee Range of a Radiolarian Pool receive an Impact 1 Kinetic Hit on every Off-Beat and generate 1 less Hit (minimum 0) on Regen Actions.

Weapons

Standard Weapons	**Impact**	**Element**	**Range**	**Traits**
Beam Array	1	Solar	Medium	Payload 2 Sustained
Deployed cluster of focused beam energy.				
Ground Slam	3	Kinetic	Melee	Blunt Full Blast Knockback 1
Stomp or slam that makes use of heavy metal chassis.				
Line Rifle	2	Solar	Long	Sharp
Accurate, high velocity spike of Solar energy.				
Slap Rifle	1	Solar	Medium	Payload 2
Rapid fire infantry rifle.				
Torch Hammer	4	Void	Long	Blast 1 Blunt
Portable artillery using concentrated Void shells.				
Special Weapons	**Impact**	**Element**	**Range**	**Traits**
Aeon Maul	2	Void	Long	Blast 2 Sustained
Mobile siege cannons using a barrage of Void energy.				
Pounce	6	Kinetic	Short	Airborne Delayed: Beat Free Move + Ground Slam
Anti-gravity assisted leap with a powerful follow up dive.				
Warp Lance	4	Void	Medium	Blunt Blast 1 Burst Fire
Slow moving projectiles that split into clusters mid-flight.				
Grenade / Vehicle / Other	**Impact**	**Element**	**Range**	**Traits**
Slap Grenade	6	Void	Medium	Blast 1 Delayed: Any Measure

Solar beam particles suspended in a volatile core.				
Void Mortar	6	Void	Long	Blast 2 Blunt
Long-lived Void payload shaped for long distance flights.				

Keyword Reference

This section describes a wide variety of keywords that represent common rules vocabulary used while running the game. Use this as a reference whenever a definition calls out a specific keyword. Element specific keywords are listed with their own element definitions (pg. XX).

Abilities and Weapons

These keywords are used by weapon and ability definitions found in the descriptions for both allies and opponents.

Blast X

The X closest Opponents in the Target's Zone receive the same Hit, but with half Impact.

Block

This weapon or ability can be used to perform the Block Action.

Blunt

This weapon or ability may only apply Impact damage once per Precision Hit.

Burst Fire

This weapon has +1 Hit Spread while not Aiming.

Delayed

This indicates that an effect is about to be applied in combat. Beat or Measure are linked to the actor's next Beat or Measure. Any Beat or Any Measure are linked to the next Beat or Measure caused by any actor. When the Storyteller creates a Delayed effect of Beat or Measure, select a player character to act as the triggering actor.

Duration

This indicates how long an effect remains active in combat. Beat or Measure are linked to the actor's next Measure or Beat. Any Beat or Any Measure are linked to the next Beat or Measure caused by any actor. If an effect has Handling, it lasts until it has 0 Handling and is removed. When the Storyteller creates an effect with a Duration of Measure/Any Measure during an Off-Beat, it triggers on the next Measure, not on the Measure immediately following the Off-Beat.

Fast

This ability may be activated on any Off-Beat or during a Measure.

Flurry

While this weapon is active, your Strike Actions ignore Payload.

Full Blast

This Weapon or Ability affects every Opponent in the Zone.

Heavy Strike

- Requires a Frame Mod on Weapon

Powered Swords have the capability for an immense amount of damage to be delivered in a short amount of time. Some blades are purpose crafted to unleash their potential in particular styles, but all of them at their core allow for a burst of damage at the cost of the sword's internal reserves. Once per Beat while Grounded, spend 2 Hits or 1 Precision Hit to activate the Frame's specific effect, see Frames in the Modifications section (pg. XX).

Instant

All handling for this weapon or ability must be spent in a single Beat. A valid Active Weapon must be chosen after all Handling is spent.

Knockback X

A Target damaged by this Weapon or Ability is moved one Zone away from the attacker. If the Target would collide with terrain in its current Zone it is instead moved into Melee Range with the terrain and the Target receives an Impact (X - Zones Moved) * 3 Kinetic Hit.

Lightborn

This weapon or ability uses the Lightborn's Power trait for determining Precision Hits.

Motion Activated

An Opponent entering or Moving in this token's Zone causes the token to Activate. Tokens with Duration: Handling may immediately spend Handling for their effects against the Opponent. Tokens with Duration: Measure/Any Measure activate when their duration triggers.

Optics

This weapon may target Opponents in any Long Range Zone as if it were Long. i.e. Long 2 or Long 3 are all treated as Long.

Overpenetrate

Once per Beat, apply any excess Impact after an Opponent's Defeat to the nearest Opponent in the Zone.

Payload X

This Weapon or Ability may use up to X Hits per Beat for Impact or other effects.

Rapid

This Ability may be activated multiple times per action, consuming one Readied for each activation.

Reach

One Hit may be spent to increase this Weapon or Ability's Range: Melee to Range: Short.

Readied X

This ability may be Readied up to X times instead of once.

Reliable

This ability always generates a minimum of 1 Hit during its activation roll.

Sharp

This Weapon or Ability generates 3 Hits instead of 2 when spending a Precision Hit as Hits.

Shield Battery

Each non-Strike Hit generates 1 Shield Charge, max 3. When you have 1 or more Charges on this weapon, this weapon gains Block. Only Shield Charges may be spent to pay the Handling cost for Block.

Shield Wall

Allies within Melee Range of you gain the benefits of your Block Action. This weapon provides double its Impact for Armor while Blocking.

Stack X

Weapons and Abilities may be triggered or modified by the accumulation of effort, time, or resources. Such a weapon or ability has a maximum of X and the accumulation is independent of any other Stack effects. The number of Bolt Charge stacks a Lightborn has accrued has no bearing on the number of Gliding stacks they also have.

Sustained

This weapon or ability gains Enhanced Hit Quality it spends Hits for Impact on Opponents on consecutive actions.

Wide Spread

Other traits that allow this ability or weapon to hit multiple targets, such as Blast, may target Opponents in an adjacent Zone.

Common

These Keywords are commonly used for Antagonist and Lightborn definitions and describe behaviors, abilities, and traits.

Armored X

Reduce the Impact of each Hit against this Target by X to a minimum of 1. Multiple instances of Armored combine into a single value when reducing damage.

Major <Type>

This Target may use the Fire Weapon or Activate Ability action twice in a Measure. Health is multiplied by 3.

Boss <Type>

This Target may take a Free Move per Measure. They may use the Fire Weapon or Activate Ability action 3 times per Measure. Health is multiplied by 10.
Ignore the following Keywords:

- Suppressed
- Frozen
- Wavering
- Suspended

Enraged

This Target has Enhanced Hit Quality and ignores Slowed, Suppressed, Suspended, and Staggered.

Environmental Hazard

This Weapon or Effect applies to each Opponent or Ally on every Off-Beat.

Evasion

Make a Free Move when this Target's Shields are Broken or when this Target becomes Wavering.

Flight

This Target is always considered Airborne. This Target ignores Reduced Hit Quality for being Airborne.

Hardened

Precision Hits spent against this Target for may only apply Impact once.

Immobile

This Target may not make Moves.

Impenetrable

Normal weapons and abilities are not able to do meaningful damage to this Target. Reduce all damage done to this Target to 0 unless it is bypassed with another keyword.

Inevitable

This Target makes a Free Move once per Off-Beat without generating Tempo.

Intentionally Explosive (Elemental Type)

When this Target is defeated, create an Impact 6 Elemental Type, Blast 1 damage effect against the closest Target in the Zone.

Invisibility

Weapon attacks against this Target have Reduced Hit Quality. Invisibility is removed upon taking 2+ damage in a single Beat.

Seeking (Weapon)

- Ability

This Target may take a Use Ability Action to designate a single Opponent. On each Off-Beat while Seeking is active and the designated Opponent is in line of sight, the Opponent receives a single Hit. Only one Opponent may be designated this way and activating Seeking again changes the designated Opponent.

Shambling

This Target may only change Zones when touching the edge of the Zone. When changing Zones, this Target may not be placed on a Zone Edge.

Shielded (Element)

This Target has a regenerating shield of a single Elemental Type. Kinetic and non-Matching Energy Weapons are Blunt against this Target. Energy or Power Weapons with a matching Element are Sharp against this Target.
If this Target doesn't receive damage during a Beat, it recovers 2 damage during each Off-Beat afterwards until it reaches Max value.

Staggered

An Opponent that takes 25% or more of its Health in a single Beat gains Staggered. A Staggered Opponent has Reduced Hit Quality on their next Action.

Summon (*)

This Ability creates a new Target of the listed type at full Health in Melee Range with the Opponent using this Action. This action may only be activated if this Target doesn't have active Summons remaining.

Swarming X

Up to X Adversaries of the same type may take the same Action as a single Adversary Action. The selected Minion is subject to the rule of acting once per Measure but the Adversaries that are part of Swarming do not count towards this limit.

Teleportation

Once per Measure, before taking damage, negate that damage to this Target and this Target may make a Free Move.

Vulnerability (*)

Attacks against this Target have +2 Precision Hit Spread while Aiming.

Wavering

A Wavering Target is near defeat and gains this Keyword when they have equal to or less than 25% of their Max Health.

Weak Points

A specific area of a Target that can be selected to bypass effects like Impenetrable and often have additional behaviors.

Wiry

After taking damage, this Target may make a Free Move within its current Zone.

Cabal

The Cabal are a proud military empire with advanced tactics, gear, and war machines.

Commander

Cabal Commanders are coordinators of forces on the field and are able to execute complicated maneuvers supported by their troops. Commanders have access to the Coordinated Ability.

Coordinated

- Ability

As an Off-Beat Action, a Cabal Commander may utilize their troop's battle training and discipline. 3 Coordinated troops may perform either a Move to the same destination or a Fire Weapon Action with -1 Hit Spread at a single Opponent.

Deployed Shield

- Ability
- Barrier
- Impenetrable
- Energy Projector - 4 Health
- Token

Phalanx may use an Action to deploy their Energy Shield. Place a Barrier Token in Melee Range of the Phalanx. While the shield is deployed, the Phalanx is Immobile. Cabal Opponents may fire through the shield. Defeating the Energy Projector disables the Shield and the Phalanx gains Staggered.

Jump Jets

This Target may make a Move to a Zone currently at Long Range.

Fallen

The Fallen are the hostile remains of the once great Eliksni civilization that have turned to a raiding and nomadic lifestyle.

Invulnerability Generator

1 Hit

After activation, all other Fallen Allies in the same Zone become Impenetrable (bypass Super Ability). Stunning or Suppressing the Generating Opponent deactivates this effect.

Potent Ether

May take 2 Actions per Activation.

Hive

Lucent Overshield

This Target gains an Arc Overshield that has (3 * Rank) Health. When this shield is Broken, generate a Lucent Moth Opponent at this Opponent's location. The Moth is Impenetrable and Immobile for the next Off-Beat.

Lucent Moth

- 3 Health
- Intentionally Explosive (Arc)
- Shambling
- Flight
- On Off-Beat: Make a Move towards the closest Lucent Hive Opponent. If this Movement brings the Lucent Moth into Melee Range of an Opponent, that Opponent gains Lucent Overshield and the Lucent Moth is removed (not Defeated).

Death Fury

1 Hit
This Wavering Target gains Enraged.

Wall of Darkness

1 Hit
Create a Barrier Token in Melee Range with this Target. This Barrier has Duration: Any Measure and is Impenetrable. While in Melee Range with the Wall of Darkness, this Target regains its Rank in Health on each Off-Beat.

Carapace Shield

Attacks against this Target have Reduced Hit Quality and Precision Hits reduced by this effect target the Carapace Shield instead. The Carapace Shield has a separate pool of 12 Health and Hardened.

Lucent Hive

In order to be fully destroyed, this Target must receive a Finisher after it has been Defeated. If a Measure passes without being Finished, this Target is returned to full Health and is no longer Defeated.

Ensnaring

Any Opponent in Melee Range with a Soulfire Trap gains Immobile and may not choose any Targets other than the Soulfire Snare. On each Off-Beat, an Ensnared Opponent receives an Impact 1 Kinetic Hit.

Taken

The Taken are the unfortunate remnants of individuals stolen from other races and turned into empty shells beholden to the whims of a strange monochrome dimension.

Distortion

One Opponent per Beat may use a Free Teleportation ability. The first Taken Thrall that uses this ability per Beat does not count towards this limit.

Impenetrable Projection

Target an Ally in this Target's Zone when activating this Ability. That Ally gains Impenetrable until this Target is Defeated or Suppressed. This ability may not be activated while affecting an existing Target.

Retaliation Swarm

Retaliation Swarm starts Readied. When this Target receives damage while Retaliation Swarm is readied, it consumes Retaliation Swarm and makes a Free Use Ability - Summon (Retaliation Swarm) action. As a Measure Action, this Opponent may Ready Retaliation Swarm.

Shadow Ward

- Barrier
- Impenetrable

Actions performed in Melee Range of the Shadow Ward may only target Opponents who are also in Melee Range of the Shadow Ward. Actions performed outside of Melee Range of the Shadow Ward may not target Opponents in Melee Range of the Shadow Ward.

Scorn

Horrific undead Eliksni that have been brought back to life by a form of Power flowing through Dark Ether.

Freezing Slam

- 1 Hit

The closest Opponent in this Zone gains Frozen. On the next Off-Beat, the Opponent closest to that Frozen Opponent in the same Zone gains Frozen.

Lingering Censer

When this Target is defeated by a non-Precision Final Blow, place a matching Censer Token at its location.

Solar/Stasis Censer Token

- Health 1

When Defeated, perform either Scorching or Freezing Slam against Opponents in the current Zone.

Scorn Shield

Non-Blast attacks against this Target while it is not Wavering have Reduced Hit Quality.

Scorching Slam

- 1 Hit

Place a Scorched Earth Token in Melee with this Target.

Scorched Earth Token

- Duration: Any Measure

On Off-Beat, any Opponent in Melee Range of the token receives an Impact 1 Solar, Scorching 1 Hit.

Smoke Dash

This Opponent is Impenetrable (bypass Frozen, Suppressed, Blinded, Suspended) until the next Measure.

Vex

Inscrutable biological robots with control over the flows of time and the ability to simulate reality itself in order to conduct their affairs.

Barrier Projector

- Barrier
- Impenetrable

Actions against Allies with an intervening Wyvern in line of sight have Reduced Hit Quality.

Beheadable

This target gains Beheaded if it receives half or more of its Health in damage from non-Precision Hits in a single Beat.

- Beheaded - This Target may not use any Abilities and is Enraged.

Option: Go For The Head

A player may optionally declare to specifically take the head off a Vex, immediately putting them into the Beheaded state.

Causality Shield

- Barrier
- Impenetrable

A series of 3 rectangular defensive screens that rotate around the Hydra at a consistent speed. These screens move with the Hydra at a fixed distance and though there are gaps between them, they consistently deflect a majority of incoming weapons fire. Hostiles that manage to score definitive hits against the Hydra through these gaps find themselves the recipients of a counter-barrage of weapons fire. Attacks against this Target have Reduced Hit Quality unless they were made while Aiming or they were made from Melee Range. When this Target receives damage, it makes a Free Fire Weapon action with Handling 1 and may only designate the source of damage as a target.

Modular Mind Core

This Target starts with Hardened. If this Target becomes Staggered it loses Hardened until it spends 1 Hit as a Measure Action to regain Hardened.

Panic Shield

- Ability
- Barrier
- Impenetrable
- Duration: Any Measure

Once per Measure, on any Off-Beat when this Target takes damage and is not Defeated it gains a Solar Panic Shield. While Panic Shield is active, this Target can not take Actions, regenerates 2 Health per Off-Beat, and generates an Impact 1 Solar Hit on any Opponents in Melee Range.